OVER 70 PS2 AND PS ONE PREVIEWS

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TWISTED METAL: BLACK

FIRST REVIEW! "ONE OF THE MOST ADDICTIVE PS2 TITLES TO DATE" METAL GEAR SOLID 2

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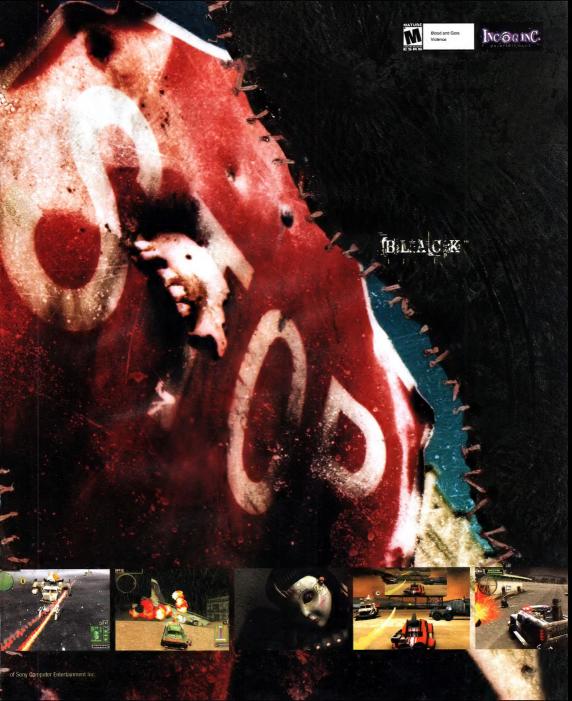
















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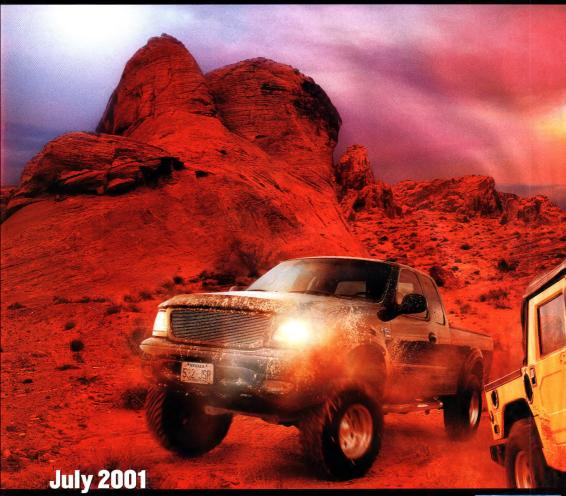


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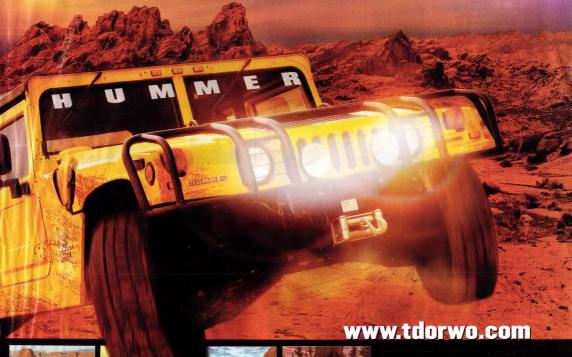
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Editor in Chief John Davison Managing Editor Gary Steinman Previews Editor Chris Baker News Editor Sam Kennedy Reviews Editor Joe Rybicki Associate Editor Todd Zuniga Gossip Columnist Clish MacLaver Editorial Contributors Zoe "z.flo" Flower, Andrew "Skip" Pfister, Ryan "Fausty" Lockhart, John "Lambchop" Scalzi, Paul "Beerhound" Semel,

Greg "Surty" Sewart Correspondent Yutaka Ohbuchi European Correspondent Axel Strohm Copy Editor Jennifer Whitesides

Senior Art Director Bob Conlon Art Directors Donna O'Hara, Jim Cordano Itlustration Penny Arcade, Steve Wacksman Photography Shuji Kobayashi

PRODUCTION

Manufacturion Director Carlos Lugo Senior Production Manager Anne Marie Miguel Assistant Production Manager Teresa Newson Pre-Media Manager Dave McCracken Assistant Pre-Media Manager Mike Vallas

TECHNOLOGY

Project Leader Mark LeFebvre Customer Support Analyst Peter Felonk

ZD GAME GROUP

Vice President Dale Strang Business Director Cathy Bendoff

Circulation Director Joan McInerney Circulation Director Shirtey Viel Senior Newsstand Sales Manager Don Galen

Subscription Service Number: (303) 665-8930 (U.S. Only) http://service.playstationmagazine.com playstation@neodata.com

ADVERTISING INQUIRIES CONTACT 50 Beale, 12th floor, San Francisco, CA 94105

Telephone: 415-547-8783 Group Publisher Lee Uniacke 415-357-4910 • lee_uniackeldziffdavis.c Group Associate Publisher Suzanne Reider 415-357-4915 · suzieldzilfdavis.com Regional Sales Manager/East Coast Territory Marc Callison 630-382-9034 • marc_callison@zilfdavis.com ct Sales Representative/East Coast Territory Tallie Fishburne 617-354-0284 • tallie_lishburne@ziffdavis.com Account Executive/East Coast Territory Emity Olman 415-357-5226 • emily olman@ziffdavis.com al Sales Manager/Pacific Northwest and Bay Area Peninsula lan Sinclair 415-357-4925 • ian_sinclair@zifldavis.co Account Exec./Pacific Northwest & Bay Area Peninsula Mary Gray 415-547-8782 • mary_gray@zilldavis.com Regional Sales Manager/Southwest Territory Karen Landon 760-942-6277 • karen landon@zilfdavis.co Account Executive/Southwest Territory Linda Philapil 415-547-8781 • linda_philapit@ziffdavis. Regional Sales Manager/Texas, Washington, San Francisco Territory Marci Yamaguchi 415-357-4944 • marciy@ziffdavis.com Account Executive/TX, WA. San Francisco Territory. Meighan O'Rourke 415-357-4920 • meighan_orourkel@ziffdavis.co ior Marketing Manager & Creative Director Rey Ledda 415-547-8775 • rev ledda@zifldavis.com Marketing Coordinator Annie Lipscomb 415-547-8248 • annie_lipscomb@ziffdavis.com Advertising Coordinator Tipler Ubbelohde

415-357-4930 • Lipler ubbelohdelfiziffdavis.com Sales Assistant Kristeen Laut 415-547-8778 • kristeen laut@ziffdavis.com Sales Assistant Cheryl Farrell 415-547-8783 . cheryl_farrell@ziffdavis.com

About our contributors



JOHN SCALZI A writer for the Chicago Sun-Times, the San Diego Tribune, New City magazine and the Fresno Bee, John brings his considerable knowledge to our media pages. He also runs the popular www.gamedad.com

70F FLOWER

No longer visible on Canadian TV screens (for the time being, anyway). Zoe is taking a break from multimedia superstardom to concentrate on writing and developing new projects www.zoeflower.com



Ryan Lockhart Once an EGM staffer, Ryan is now making games instead of just writing about them. His first gig is with 7 Studios, helping create Legion, which will have just the right amount of story. www.sevenstudios.com

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www.penny-arcade.com



Shuji has photographed tons of celebs, and made them took scary-in a good way. We enlisted his help in photographing bigwigs at E3, and enjoyed the unexpected benefit of an interpreter-at-large. www.7stdesign.com/shuji

Official U.S. PlayStation Magazine Mission Statement

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COVER STORIES THIS MONTH





FINAL **FANTASY • 88**

One of the most revered franchises in video gaming is now bigger than ever. We bring you the story behind the production of the movie, a full history of the series, plus a look at Final Fantasy X and beyond.



GRAN TURISMO 3 • 112

moment playing it, you think you've got what it takes? We bring you the first part of what will no doubt be an ongoing series of driving aids.



TWISTED METAL: BLACK • 102

We knew it was going to be hot stuff when we put it on the cover of our April issue. If you thought everything had gone downhill after Twisted Metal 2, you're going to be pleasantly surprised by Black.



MFTAI **GEAR SOLID 2 • 62**

Hideo Kojima showed us more of the game recently, and thrilled us even more with tastes of a new ninja, some Solid/Liquid/Solidus confusion, and a kick-ass rail oun that blows up bits of scenery. Enjoy.

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A Journey of friendship

A Journey fraught with danger





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y Magic

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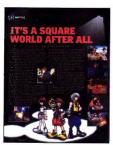








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This month is a Final Fantasy festival, including the film trailer.

Input • 20

Let us know your thoughts, Write us at our usual address, or send us e-mail at OPM@ziffdavis.com

Spin • 26

The biggest news this month: Sony announces its online plans for the fall. Also, Square reveals its joint effort with Disney we offer a Spider-Man update featuring news on the film and the game based on the film, and new information surfaces on the everso-long-awaited Tekken 4. Plus an expanded media section with more DVD reviewel

Top Secrets • 112

A GT3 primer, a Red Faction strategy, and quick hits on NBA Street and Mat Hoffman's BMX.

P.S. • 120

Dumb, silly, amusing stuff from the world of PlayStation



Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about video game content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

More games than we know what to do with

This holiday season is



John Davison Editor in Chief

clearly going to be a big one for PS2. After visiting the big games show, E3, last month, we gathered together the materials for the packed Previews section that we bring you this month. While some of the games featured aren't going to see the light of day for another year, a surprising number of them say "coming this fall" on them. Scary. Come this November there are going to be an awful lot of titles vying for your cash, not the least of which will be Metal Gear Solid 2.

Before then, though, we have to get through the summer-and not only is it looking remarkably healthy for games, but it's also a great time for movies. After last month's Tomb Raider flick (write and tell us what you thought of Lara's big-screen outing, won't you?), we now get the feeling that many of you are even more excited about Final Fantasy. This month we hit you with a three-pronged attack in the shape of a behind-the-scenes look at the creation of the movie, an in-depth preview of Final Fantasy X. and a history of the series that will arm you with enough information to bore absolutely anyone while you're standing in line for the movie.



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DEMO DISC THIS MONTH





FINAL FANTASY VIII TEEN

To get you in the proper mood for our Final Fantasy feature, we've included a playable demo of FFVIII, if you're new to the series, this is a great place to start-especially since FFX is expected to bear more of a resemblance to FEVIII than to FEIX.

FINAL FANTASY MOVIE TRAILER PG-13

When we saw this trailer for the first time, we all got chills. Seriously. Hopefully you'll feel the same way as you watch this stunning first look at the long-awaited film. See if you can identify the celebrity voices!

FINAL FANTASY IX TEEN

Take another look at the most recent FF offering. Longtime fans of the series will recognize some beloved characters, and newcomers will marvel at its beauty. Take a close look: FF is about to enter a new era,

FINAL FANTASY VII TEEN

Part of our Final Fantasy Retrospective on this month's disc, this FFVII video helps you get an idea of how far the series has come on the Play-Station alone. This is the game that rocketed FF to mainstream fame.

FINAL FANTASY TACTICS TEEN

Since this game is currently out of print, we had to fight Square to give you a glimpse of this fantastic strategy title. But they finally gave in, and here's why: Sony is rereleasing the game in the near future. Rock!

FINAL FANTASY CHRONICLES TEEN

At last, at last: Chrono Trigger on the PS one. Finally, PS owners can get a taste of the old-school goodness that discerning SNES RPG fans have known for so long. Oh, and there's some Final Fantasy on there, too.

KLONOA 2: LUNATEA'S VEIL & STAR WARS: SUPER BOMBAD RACING EVERYONE

Two tasty PS2 videos to keep your blood running. Sure, Bombad may have been better named without the "Bom" part, but Klonoa 2 is a masterpiece of platform gaming. Check out this month's Reviews for proof.

SPECIAL FEATURES



FINAL FANTASY • 88

The movie The games. The history. The future. From the first game, all those years ago, through this summer's almost guaranteed box-office hit, to the future of the series. Final Fantasy X, XI and even XIII* Find out what's next for this innovative franchise.



PREVIEWS GALORE • 52

Over 70 previews, spanning a mind-bending 28 pages of pher-E3 goodness. Within, you'll find this year's round of corn, games, updates on big titles like Devil May Cry, a whole slew of games with online support, and brand-new streens and info from Metal Gear Solid 2.



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FINAL FANTASY VIII

Final Fantasy VII wasn't enough, Square decided to rethink the hallmarks of the series even more in Final Fantasy VIII. Gone were the superdeformed Cloud and Tifa, replaced by the realistic and human-like Squall and Rinoa. Under the direction of character designer Tetsuya Nomura (who's also responsible for the design of Final Fantasy X-turn to our feature for more on that). the Final Fantasy world changed from a traditional fantasy setting into an environment more like our own, giant airships and matevolent monsters notwithstanding

The demo takes place in an early part of

their first mission, which coincidently is their Garden graduation test. Make your way up to the town square to begin your patrol. Take out the guards and then talk to Seifer. He'll get impatient and order the team to go where the action is: the communications tower. Up on the mountain path you'll fight monsters as well as enemy soldiers. Make sure to Draw Cure repeatedly, and keep the team in good health. If you come across a horse-like monster with a large curved horn, draw and stock up on Double, which will come in handy near the end of the demo. At the top of the tower, you'll encounter FF staples Biggs and Wedge

You'll fight Biggs first, and then Wedge will join the fray-keep hammering on Biggs until the real enemy shows up. Take care of him [use Leviathan as often as you need], and then start the escape from the spider robot When you weaken him, run away as fast as you can [L2 & R2]. Repeat this as necessary, making your way back down to the beach to end the demo

PUBLISHER: SQUARE EA - DEVELOPER: SQUARESOFT AVAILABLE: NOW - PLAYERS: 1 - GENRE: RPG



A WALK D NOT USED O SELECT

L2 RUN AWAY (W/R2) R1 TRIGGER (SQUALL)

NAL FANTASY RETROSPECTIVE



Final Fantasy VII was the defining title in the PlayStation's early years-and it can be argued its entire lifespan. Remember the TV commercials? While devoid of any actual gameplay, they certainly piqued the interes of millions of gamers who weren't neces sarily into RPGs and missed out on the last generation of Final Fantasy games. With the power of the new PlayStation hardware and through the capacity of its CD storage medium, the Final Fantasy world received a substantial facelift, and Squaresoft was able to



have yet to experience a PlayStation Final Fantasy, both FF7 and FF8 are Greatest Hits titles, with FF9 undoubtedly following in the not-too-distant future

Final Fantasy IX was the last installment of the series on the PS one and, much to the delight of its more traditional fanbase, a foundation of its success many years ago Marking a return to the classic. Final Fan-



tasy-complete with black mages, a fourmember party, and a more colorful atmoshero that was prominently featured in the dealt with mature themes, the overall atmosphere of Final Fantasy IX is much lighter and more upbeat than the technoindustrial worlds of FF7 and FF8.

Final Fantasy Tactics an off-overlooked offshoot of the Final Fantasy series, is a

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Klonoa 2



Last month, we featured a playable demo of the first Klonoa. Now here's a new video of its PlayStation 2 seguel, Note the colorful cel-shading technique implemented in the game's graphic design and the overall fluid, traditional platforming action, and it's easy to see why we gave it a 4.5-disc rating in this issue. Klonoa 2 is yet another must-have title to hit the PS2 in recent months. Other companies should follow Klonoa 2's example-done properly, traditional on-rails platformers are still a beautiful thing.



PUBLISHER: NAMCO- DEVELOPER: NAMCO AVAILABLE: NOW - PLAYERS: I

Star Wars: Super Bombad Racing



Ah, yes, the PS2's first movie-licensed kart racer. We were getting worried it wouldn't show up. Fortunately, it's based on the most popular movie franchise of all time. Unfortunately, LucasArts' track record with Star Wars games has been spotty, at best. Race your favorite Episode I characters, including Darth Maul and the young Obi-Wan, through your favorite Episode / locales like Tatooine and Naboo. Cute, superdeformed characters? Check. Projectile weapons and shields? Check. Battle mode? Check. Mediocre gameplay? Check.



LUCAS LEARNING - AVAILABLE: NOW -PLAYERS: 1 - GENRE: RACING

FINAL FANTASY MOVIE TRAILER



lion spent, Final Fantasy: The Spirits pictures. After plenty of experience finely crafting CG scenes in almost all of their PlayStation games, artists and writers operating under the name of Square Pic tures have finished their opus. The movie fits more into the mature sci-fi themes of FFVII and FFVIII rather than a classical fantasy setting, and features the voice talent of many big Hollywood names like Alec Baldwin, James Woods and Ving Rhames. For the full story behind Square's massive new undertaking check out this month's cover feature, starting PG-13

FINAL FANTASY RETROSPECTIVE CONTINUED

brilliant game-well-crafted turn-based dance of battle options, A word of warning: game is difficult, especially in the later bat Res. A let of thought and caroful planning is the name of the game (hence "Tactics")

Final Fantasy Chronicles answers the cries of many disappointed FF fans when late 1999 without Final Fantasy IV. Morewhen Square decided to forgo bringing the lar Chrono Trigger to U.S. shores. Square. plaining, and has responded by including





title. Final Fantasy IV gets a brand-new translation and intro/outro CG sequences lenging. Chrono Trigger gets brand-new work of original character designer and of which provide previously missing links to the story of Chrono Cross). Trigger also more on these games.

Chrono Cross is the sequel (of sorts) to fabled franchise.) In the suring of 1999 Square first revealed Chrono Cross to the world, and was met with deafening crie



be found, as were none of the other charfans got to play the title, though, they found that Chrono Cross is something environments, and an amazing soundtrack Mitsuda, there was good reason to consider Chrono Cross the best RPG of last year dimensions, Crono and Marle are replaced by Serge and Kid, but the quality and enjoyment of the original remain intact-

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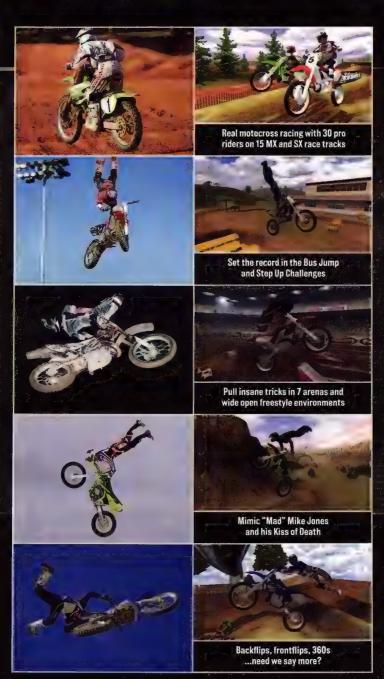
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THE EVOLUTION OF MOTOCROSS





















Letter of the month

It was a warm April morning. I patiently sat in my seat waiting for English class to begin. My professor, late as usual, had left me no other choice but to open my notebook and occupy myself with something creative in order to pass the time. When she finally arrived she quickly noticed me and asked what I had been working on. I told her I was writing some dialogue for my RPG, and that I had used her tardi ness to my advantage. She looked at me and smiled, I sat there, thinking I was going to have to explain to her what "RPG" stood for. What she said next was something I would have never expected her to say

Working on the next Final Fantasy? I do hope you make the game challenging, not like those dopes at Squaresoft The last three Final Fantasy titles were painfully easy

I was in complete awe. My professor, a 56-year-old man, actually knew about the epic Final Fantasy series as well as the powerhouse company Squaresoft. She told the class to finish reading the ballads she had handed out the week before, and she pulled up a chair next to me. For the games and how they have been a part of her life ever since she was a child. We talked about how games can inspire a child's creativity. Like myself, she too had been working on an RPG of her own ever since RPG Maker was released.

The minutes seemed so fast, and it wasn't nearly enough time to discuss our ideas. We arranged for a little get together at her home. Her video game library was over whelming, to say the least. Her 300 PlayStation games outnumbered all other games from the rest of her co After hours of showing off her Street Fighter Alpha 3 and Marvel vs. Capcom 2 skills, we sat down and worked on my RPG. When we were stuck, she popped in ZOE and we went at the Metal Gear Solid 2 demo for several hours, trying to beat each other's times. It was one of the most fun and tire ne gaming days of my life, and linese would be able to wear me out

So this is my story, and I hope we we all learned a valuable lesson. Games are for anyone and everyone, no matter wha sex or how old you are. Games have allowed me to create a bend with my professor, a hond that I would never dream even existing. We still get together every now and then to see how our respective RPGs are coming along. She's always telling me how hers is going to be better than more. Waretan it is or not, I'll just have to wait and see Andreas Asimakis

what it takes to write the Letter of the Month? Send us vour video game expositions and you could win the official OPM Box of Jov. We pack our Box of Joy with an

assortment of

nifty goodies

from all your

companies.

favorite software

Think you have

Hook Me Up With Hotties!

First of all, I love PlayStation Magazinel You ouvs keep it real and really say what needs to be said about video games. Without you guys, people all over the world would be "lost at sea" when it came to gaming. So of course arways read every page of every issue of OPM I just wanted to say something about the last ssue (looked at (OPM 45). On page 34 there are pics of Japanese chicks. The one in the tight blue dress, and the one with the green plaid bottom and a greenish blue shirt are really, really hot! Is there any way you could get me their phone numbers? Philip McFarren

tazz 4 life@notmal.com



CONTACT OPM

snail mail PlayStation Magazine PO Box 3338 Oak Brook, iL 60522-3338

e-mail opm@ziffdavis.com and check us out on www.playstation

If you need to reach us now 630 382 9010



Why stop at a phone number, Philip? Why not get their home and work addresses, so you can start stalking them right away? Wouldn't that be much easier? I'm sure those lovely vound ladies won't mind stumbling over a fine gent like you lurking in their bushes.

Don't Want Lame Games

On page 96 of issue 45 you posted an editorial titled "Cheap Tricks." This sort of thinking from game publishers amuses me. If they are so sure that their games are not for OPM readers (like myse.f), then why are they concerned about OPM telling us the games are not for us? Seems like a two-faced argument to me. You are just telling us what that game publisher admitted. The game is not for us! If they really want us to buy those games, make them worthwhile purchases. If OPM ever told

me that a cheap game was good just because it was cheap, I would stop reading. Keep up the good work! "Gene V"

gamejoker@hotmai..com

Horrified by Horror

I find the amount of blood and gore in games upsetting. Games like Onimusha, Resident Evil and many others all have these gory biases and sickening sights. I realize that now there are few games that don't involve killing things, but do we really have to focus on it? What do people I ke so much about it anyway? "Evan K"

EvanKpln@netscape net



People get the same kind of charge out of gory, bloody video games that they get from, say, horror movies, Steven King novels or even roller coasters. At their best, these kinds of games can provide a supercharged, adrenaline-fueled thrill ride. Still, you're not alone in your thinking. Evan. Some gamers, like our very own Gary Steinman, refuse to ever play a survival-horror title. Call him a wuss, but Garv just doesn't enjoy the feeling of being scared or the sight of too much realistic blood. Either way, there are more than enough games that don't involve horror, blood and gore. What do the rest of you think? Why do you like these kinds of games? Send us an e-mail (mark the subject "I Like Gore") at opm@ziffdavis.com.

Waking the Dead

Lalmost soiled myself when I read you could revive Aeris by playing through FFV I seven times and collecting every object each time. I was just wondering what you meant by "collecting every object." Do you mean, get every single weapon, materia and norma, tem, or is it something e.se? Please respond so that I have something to do over the summer

P.S OPM sitne best And I can graspithis mysterious concept you call "sarcasm" Dan Gladding

wingzero191@ign.com

Finally, someone gets it. We're still receiving too many e-mails asking about this "secret" as well as the Tomb Raider "nude code"! Sheesh.

Greetings from SCUMI of took some classes and learned pinates (All) That's me taking Monkey Combat. lessons. Ook, that hurt! Impy Gibbon SCAPEFROM

An off-beaf adventure with challenging puzzles, clever dialogue, shiver-me-timbering pirates. . . and monkeys.

monkey.lucasarts.com









PlayStation 2



"My birthday ain't 'til September and I sure don't

have \$300 for

a PS2. So what will I do 'til

then? Play

iunk these

those pieces of

developers call

GAMES?!"

JESH HUBERT'S MOST WANTED

- 1. ZOE FLOWER Metal Gear Solid 2
- Gran Turismo 3 Silent Hill 2
- **NBA Street** Final Fantasy X
- Red Faction
- Dark Cloud
- Hot Shots Golf 3 10. Devil May Cry

E mail your most OPM@ziffdavis.com Mark the subject MOST WANTED



Crazy for Klonoa

I ve recently read the June 2001 issue of OPM and I have a question, Included on the demodisc was Klonoe You said that it didn't sell. many copies in the U.S. I was wondering why it dign't sell that well. The graphics were really cool. Also, if someone wanted to buy this game, which is hardly in any stores, where could they go? Jessica Tse

shadow81523@yahoo.com

Limited marketing along with a very untraditional mascot character contributed to Klonoa's poor U.S. sales numbers. It's a great game, though-and so is the PS2 sequel (check out this month's review). But if you're looking for the original, try stores that sell used games, or check out sites like ebworld.com, gamestop.com or ebay.com.

Wanted: Good PS one Games

When I looked at the reviews this month (July 2001 issuel I was so happy I was about to crap my pants ...until I got to the PS one reviews. They all suck. Not one frickin' game. has a half or whole page, they're all little columns, and they suck so bad. My birthday ain't 'til September and I sure don't have \$300 for a PS2 So what will I do 'til then? Play those pieces of junk these developers ca.l GAMES?! Are there any games for PS one that are DECENT?! What's happening to my great world of video gaming? Bubba Bredvad

bigbubba 88@hotmail.com

OK, Bubba-breathe in...hold it for a sec...then exhale, Feel better? A bit more calm? Good. Now for the bad news. It seems that developers

HOW TO SCORE You want berter ratings? Make better games, damnit! Eleftheriadis

NICE WORK What is it like to test merchan dise? Do you

Maol.com

Like it?

CONTROL FREAK What's the deal with all the new games coming out with controls where you can only move your guy with the analog con-troller? If I wanted to use a damn ick I would still be playing Auari. Y all are throwin' salt in my game, yo!

Maol.com

are slowly but surely migrating away from the PS one-although a handful of solid games are still due out. If you're an RPG fan, you're in good shape, Final Fantasy Chronicles, Hoshigami, Tales of Destiny 2 and Dragon Warrior VII are just a few of the titles we know of. And they all look good. Like action? Then keep an eye out for Syphon Filter 3 and Spider-Man 2. Or try rifling through the Greatest Hits library and picking up some older games that you've always wanted to play. It's not as dire a situation as you think, but you've definitely got some legitimate concerns.

Igbay Istakemay

You have a huge error in your July 2001 magazine. In the Sound Station music review section you say "even-numbered entries are better than odd-numbered entries, lxnay, sad to say, is an odd number, but as number 3, it's equivalent to Search For Spock Now I don't know where you got the idea that Ixnay is Offspring's third CD, but you are wrong. The order goes a little something like this: The Offspring, Ignition, Smash, then Ixnay on the Hombre.

P.S.: I also think Ixnay is the best Offspring album. If you can find me a better CD for group yell-alongs, I'd love to hear it Nate Cekay nc989@vahop.com

John Scalzi responds: "My error. Note to Enterprise galley: Romulan ale is no longer to be served on nights when I'm writing music reviews."

QUESTION OF THE MOMENT

This month you tell us what you think of video game-related movies. Next month, we want to hear more of your thoughts on this topic. E-mail us at OPM@ziffdavis.com, Mark your notes MOVIE MADNESS.

The secret to a successful game-tomovie adaptation is having a director who's smart enough to know that game plots are best left for games. Ninety percent of the time, the story is made to fit in perfectly with a certain aspect of the game that the player controls Movies can't do that, and so the story turns out to be a failure and embarrasses the game makers. Peter Yoon

yoonp@wam umd.edu

I think they should also make movies for games like Crash and Gran Turismo Tom M." rmisek@excite.com

Tomb Raider will be this summer's biggest blockbuster! zorkdork359@hotmail.com

Screen Caption Contest

Every month we run a pic, and it's your job to come up with a witty capt on E-mail your captions to OPM@ziffdavis.com and mark the subject CAPTION CONTEST. The new picture, from Red Faction, should be easy enough



WINNERS

'If you don't nut some pants on I'm noing to smack you upside the head with this fish! Bill Niebruegge, niebruegge.1@osu.edu



Think of something that I, make us burst our bladders with laughter and you'll be our next winner.

Official Contest and Sweepstakes Rules

AND FORM, VICTOR TO MULTICATE ACTION THE ACTION TO A WARD TO A WAR

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TACTICAL CLOTHING SOLUTIONS NO CONTINUE SOLU

"BALDUR'S GATE: DARK ALLIANCE IS A WATERMARK IN GAMING HISTORY..."

GAME INFORMER

" THE MOMENT YOU START PLAYING ...YOU REALIZE YOU'RE PLAYING SOMETHING SPECIAL."

ELECTRONIC GAMING MONTHLY

DARK ALLIANCE TRULY IS BEAUTIFUL."

OFFICIAL PLAYSTATION MAGAZINE







COMING THIS FALL ON PLAYSTATION 2 COMPUTER ENTERTAINMENT SYSTEM.



PlayStation₂









Baldan's Gate ARK ALLIANCE



INSIDE SPIN E3 Extravaganza Spider Man 38 Kingdom Hearts Clish MacLaver 37 RPG Roundup Music and Movies

PS2 GOES ONLINE

Sony prepares to take next-generation gaming to the next level this fall



Just as we've speculated over the past few months. Sony finally revealed its online strategy for the PS2 at its Electronic Entertainment Expo [E3] press conference Enthusiastic as ever. SCEA president and COO Kaz Hirai boldly stated that with the momentum of the PS2 and its future online gaming plans, Sony has already won the new console war-and that Nintendo and Microsoft will be fighting for the No. 2 position with their consoles

Hirai then unveiled a prototype of the PS2's Network Adapter [\$40], which w.ll allow for both narrowband (56k) and broadband connections to the Net Through the Network Adapter, PS2 users will be able to go online and play games, download levels, browse the

Koz Ifinal

"The real question is: Who is going to be in the No. 2 position?"

Web, and make use of countless other online functions. The Network Adapter will work hand-in-hand with the 40 gigabyte Hard Drive (yes, it's finally coming!), which lets users store downtoaded data and provides storage space for developers creating PS2 products Both the Network Adapter and the Hard Drive are scheduled to release in November Sony will also release a high-end LCD screen, mouse and keyboard by winter

But what good would all these peripherals be without any games? Well, Sony and select third-party devel opers have been secretly hard at work on several titles, some of which were shown at E3 Activision's Tony Hawk 3 is likely one of the most anticipated, but

others such as Tribes 2 from Sierra. and SOCOM U.S. Navy Seals from SCEA all look quite enticing. Additional online games will be revealed shortly

Sony also announced several all ances with some huge names in the online arena. The biggest no doubt being Sony's partnership with AOL, in order to bring AOL functions such as Web browsing, e mail, and chat to the PS2 Other announced partnerships bring some popular technologies like Java from the PC platform to the PS2

So while online gaming may be unfamiliar territory for all, Sony seems to be taking great strides to get its users on the Net. Be prepared for gaming like you've never seen later this year!

OPM READER POLL Will You Use the **Online Feature of** Your PS2?





Looking similar to its Vaio line of computers, Sony has unveiled a flat-screen monitor along with a keyboard and mouse for the PS2, Also pictured is Sony's Hard Drive and Network Adapter, which slide into the back of the system.

Online games like these...



Considered one of the best squad-based online shooters for the PC, Tribes 2 is headed for the PS2. Team with friends and make some noise!



An add-on disc for Twisted Metal: Black, Twisted Metal Online allows you to play against multiple friends over the Net.



Tony Hawk's Pro Skater 3 gives gamers the chance to play against each other and even knock each other down over poline connections

SEGA TEAMS WITH SONY FOR ONLINE GAMES

Sega is making history once again by announcing a new partnership with Sony that will help expand the online games market. The two companies are tearning up to offer the first-ever cross-pitatform online gaming. What this means is that titles developed for the PS2 will be playable against counterparts developed for Sega's now essentialty defund Dreamcast platform. First cross-platform online

games will hit Japan this fall and tikely follow in the U.S. in 2002. So far, only online table games have been announced for the Japanese market, but future PS2 incarnations of Sega's Phantasy Star Online or its 2K sports games are said to be cross-platform playaole. Sega also intends to eventually create PS2 games that will be playable against other platforms such as Nintendo's GameCube or Microsoft's Wintendo's GameCube or Micros



Will Phantasy Star Online soon be playable on your PS2 against other consoles?

NAMCO TAKES PLAYSTATION 2 FRANCHISES ONLINE



Namco has revealed that it will be equip ping many of its major PS2 titles with online features. The company has stated that games such as Xenosaga, and future installments of Klonoa, Ridge Racer and Tales of Destrny, will sport online features. When we can expect these online games han't been said, though



Sony will no doubt be making all of the DVD addicts out there happy with the announcement of its own PSZ DVD remote. Set to hit stores in September, the remote will be priced at \$19.99.

Capcom Reveals Onimusha Sequel



At a recent press conference, Capcom officially revealed Onimusha 2 to the world. The sequel stars a new hero named Jyubei Yagyu and will feature even better graphics and effects. Look for the game next spring.

A RUNDOWN OF SONY'S ONLINE PARTNERSHIPS

Who?

Why?

So What?

Macromedia

To bring the popular Flash Player to the PlayStation 2. Flash Player allows Web sites to come alive with moving graphics and more engaging content

Flash is already the standard for Web graphics (96 percent of Web desktops have it). Basically, you'll get the same great-looking Web presentations that PC users see.

Real Networks



To bring RealPtayer 8 and other RealNetworks clients to the PS2 and allow developers to use the streaming technologies in games and applications. ReatNetworks is the Web leader in streaming media. This partnership will allow gamers to enjoy all sorts of Web media, such as Internet radio and streaming video files.

America Online



To deliver the America Online experience to PS2 users. This includes a PS2-compatible version of Netscape as well as AOL's popular e-mail and chat functions. With more than 29 million members worldwide, AOL is the biggest online service provider in the world. And soon you'll be able to chat with them all from your PS2.

Cisco Systems



Cisco will provide Sony with its Internet Protocot software and optimize it for the PS2. Sony will also work with Cisco on a IPv4/IPv6 dual protocot stack. Without all the networking mumbo jumbo, basically this deal will help Sony and its developers enter into the broadband world and offer digital entertainment.

To bring Java technologies to the PtayStation 2 for better Web browsing, and to allow developers to integrate Java applications into their PS2 software. Java scripts such as moving graphics will be present while browsing the Web on the P52. Players will also be able to connect with Java-enabled devices such as PDAs.

Lady's Night Out Tomb Raider star gets Hollywood's spotlight



The night belonged to Angelina Jolie at the premiere of the *Tomb Raider* movie in West Hollywood. Here we see the Oscar-winning actress walking the red carpet and Joking with director Simon West at the afterparty. Also on hand were Santuel Jackson, Jeri Ryan, Matt LeBlanc, Jessica Allia and others.

Sun Microsystems

Sun.



E3 IN BRIEF

The Electronic Entertainment Expo is the yearly mecca for the games industry, packed to the brim with games, parties, games, celebrities, games, games and more games. Here's what we took home with us:

As always, our focus at E32K1 was centered on Sony's typically enormous booth. Now, we'd be the last people to claim that everything on PlayStation is equally good—lord knows we've seen our share of rottenness in the past four years—but so many games shown in Sony's booth looked noticeably above-average. There were the expected standouts, but there were also enough new or unexpected titles to make any PlayStation gamer's mouth water

Ico stunned us with its shocking.y beautiful graphics and unusual garneplay Devil May Cry quickly surpassed its Resident Evil lineage with gorgeous visuals and intense aaction Maximo catered to the old school with its update of the beloved

Ghosts n' Goblins gameplay The PS2 incarnation of **Baldur's Gate** was never without a line two or three deep. And then there was **Tribes 2** Luscious, luscious Tribes 2, networked with four units in the Sony

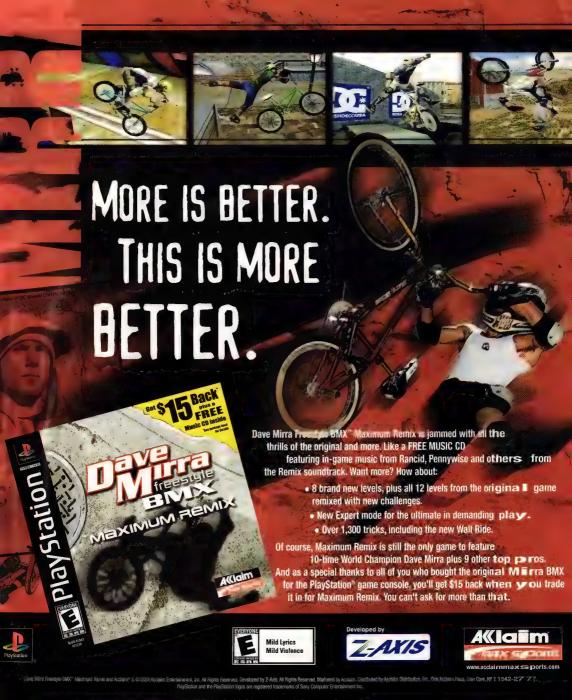
booth and two in the Sierra booth And that was possibly the biggest pleasure for us PlayStation fans online play—at last Tribes ? had it Tony Hawk's Pro Skater 3 had it land we had a particularly good time hunting down other human puayers and knocking them unceremoniously off their boards). Sony's new music game Frequency had it. At last, PS owners can enjoy what PC gamers have been all tabout for years.

But there were a few disappointments, of course. Some of the most promising-tooking games didn't quite seem to deliver on that promise. Blood Omen II was one example, the idea is wonderful, but the framerate was so terrible that the game was almost unplayable. And SOCOM: Navy SEALs, one of Sony's flagship online products, also failed to impress with its sluggish framerate (though the developers nists this will be addressed before the final release).

Still, the overwhelming feeling was that the P52 is finally coming into its own. Last year's E3 offered a tantalizing glympse of future possibilities on the console, this year we saw many of those possibilities real ized. The question is, how will they top it next year? We can't wait.



There were plenty of standout games at this year's E3, so narrowing them down to just five favorites was plenty tough. We did it, though. Clockwise From hottom: Jeo, Jak and Daxter: The Precursor Legacy, Tony Hawk's Pro Skater 3, Baldur's Gate: Dark Alkance and Trabes 2.









Of course Tony Hawk (center left) and Mat Hoffman (center right) were expected, but seeing Colby and Jerri from Survivor in the Infogrames booth was a bit of a surprise.





E3 has always been known for the opulent parties, and this year Sony out-Data anways seem known for the opiniont parkets, and this year sony out-did themselves. Their opening-night VIP shindig featured appearances by Outkast (center) and Boy George (top left), while their Priday-night extrav-aganza starred Everclear (bottom right) and made-to-order doughnuts.





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SSX Gets Tricky

EA has announced that its SSX sequel will now go by the name of SSX: Tricky. The game will feature new tracks, contestants, moves and lots more goodies

RYAN LOCKHART LIGHTS

I walked away from this year's E3 a little disturbed. Not because I was disappointed with the new games or systems shown there. Instead, my



mind was reeling from an out-of-context statement made at one of the panels I attended. An older developer commented on how games today aren't games anymore, how they focus too much on storyline and not enough on the actual gameplay, and how that pissed him off. Sure, that guy was a bit confused; the last time I checked, Tony Hawk and Soul Calibur seemed to have at least a little gameplay mixed in with their novel-like amount of backstory. But he did make an interesting point. In the excitement of producing titles that deliver a cinematic experience, are developers today overlooking gameplay in order to keep a movie-like feel?

Don't get me wrong, I like story. A lot. I believe the line between movies and interactive entertainment is blurring, and I'm all for it. In fact, Zoe's column a few months back about games causing an emotional response is spot-on. But the issue still remains-are we losing an important part of what made video games fun in the first place? Are we losing the essence of what this industry was built on? Are we losing gameplay?

Let's take some big titles, for example. Metal Gear Solid. Excellent game, one of my favorites. But strip away the cinemas, music and voice acting, and you have a game in which you can shoot a man once in the back, hide, and he forgets about you a minute later. Was feeding the cat and collecting Sega toys the driving force behind Shenmue? And it certainly wasn't the elemental-laden battles in Final Fantasy VIII that kept us going for 30-plus hours. It was, of course, the cinematic nature and story elements of these games that kept us playing, that intrigued us enough to overlook their "shallow" gamenlay.

There will always be titles that focus on gamenlay over cinematics (read: anything by Nintendo). There will always be fighting games, sports games, puzzles games and the like. But now action games seem to be diving headfirst into the realm once held by RPGs and a few notable adventure titles—a place where story is king—and that worries me. Sure, some titles will be able to cover both (Half-Life, with its cinematics intertwined within the nameplay), But I fear more and more future games will expand on the already popular trend of splicing in movies between the action-adding a very uninteractive part to an interactive medium

This, of course, leads us to the simplest yet most important question: Do we even care? Is there a line growing between those who want to play games and those who want to play interactive movies? Do you want to sit through cinemas or would you rather have the story play out with you at the controls? Are you happy with the way games are evolving? Write, state your opinion, and it will be used in an update to this very topic in the near future.

Ryan Lockhart makes games all day (for 7 Studios), and plays them all night. And, when time allows, he even sleeps. He also checks his e-mail obsessively: ryan_zwei@yahoo.com



EKKEN 4 UPDATE

Namco's next fighter looms closer

Yes! It's about time! Namco has given us a first peek at the next Texken instailment for the arcades and the PS2 Pictured above are character models from the new name-and as you can see, they look more detailed than ever

Confirmed to return for Tekken 4 are popular favorites like Paul Phoen x, Kazuya Mishima, Hwoarang, King, Marshall Law and Ling Xiaoyu-



although we expect other standbys to show up as well. And one new blond haired character by the name of Steve Fox has also been revealed

According to sources in Japan, Tekken 4 will feature some big changes in terms of gameplay. For starters, there will be no more tagging between characters. Also, the fighting arenas will no longer feature nfinite play fields, although it hasn't been revealed how fighters will remain constrained

Taking place two years after Texken 3, Texken 4 hits Japanese arcades this summer A PS2 version wil, I kely follow in both the U.S. and Japan later this year. Look for lots more pics and details next month!





SILVERGUN SEQUEL BLASTS OFF

Widely regarded as the finest space shooter ever created, Radiant Silvergun (which was released only in Japan on Sega's Saturn platform) is about to receive a seque. And this time, it'll be on the PS2 Titled Project Ikaruga, the new shooter from Treasure features incredible graphical effects. It's due to hit Japan later this year, and several U.S. publishers are already interested in bringing it here

Invaded by Funk



ega has revealed that it will bring its classic funky alien duo ToeJam & Earl (who had two popular games on the 16-bit Cenesis platform) to the PS2. Expect loads of fun and cool tunes.

Bring On the Guilt



Japanese publisher Sammy has announced it will be publishing the PS2 version of its new fighting game Guilty Gear X in the U.S. this fall. Look for a full scoop on the title shortly

Pee Wee Knows



If you haven't seen it yet, Sie Don't Know Jack line of games has been turned into a TV trivia show airing on the ABC network. The bost? The amiable Paul Rubens (of Pee Wee Herman fame), Step aside, Regis.

WWW.PENNY-ARCADE.COM



Just Bring It!

SMACKDOWN! PUNCHES IN ON PS2

For WWF SmackDowni fans there's been one glaring omission on the PS one. THC has consistently filled the game to capacity with a itary of WWF wrestlers and crackpot backstage antics. But only now, with Just Bring It', SmackDown's third version, will announcers join the fray with play bypay It's the power of the PS2 hard at work. We can't wait to hear M chaet. Cole detail. Triple H doing the Pedigree, or when Rocky puts the People's Elbows not some Japanon's cnest.

The PS2 is also responsible for the ability to have nine wrestlers in the ring at one time. With the PS one, the most you'd get is four at once With 30 wrestlers to choose from and 60 d fferent kinds of matches, that means plenty of nigh jinks can go down. Especially with a new picture-in-picture feature that, ets you know what's going on backstage or who's running to the ring to help out We smel, what the Rock is cooking. And we can't wait to get a taste





Riot Act

ROCKSTAR'S RIOT GAME DRAWS MEDIA IRE

Fact No. 1. Rockstar is producing State of Emergency, billed as an urban not game set in the near fluting, where the oppressive American Trade Organization (ATO) has declared a state of emergency. It is up to you to smash up everything and everyone in order to destabilize the ATO."

Fact No. 2: Late in 1999, 50,000 people marched through Seatte, oisrupting the World Trade Organization (WTO) meeting The protests focused on human rights, labor and environmental issues Most of the march was peaceful, but conflicts further to the damage cost \$3 million.

With these two facts in mind, things were bound to unravel. And the mainstream press, by documenting the horrors of such a game, is now hyping State of Emergency in a way Rockstar could only have dreamed of Seattle-based newspapers made the easy connection between the nots and the game, and various officials were quick to make sweeping statements concerning Emergency. If you

want your child to become a wolent anarchist, this is a great for ning game, "said Rep Mary Lou Dickerson (D-Seattle, Wash.), who was among the peacefu. WTO demonstrators. She ca.led State of Emergency "a slap in the face of the peaceful ideals of 40,000 protesters."

So what did Rockstar nave to say? 'State of Emergency contains no ties to any factual scenario. As with any fictional work, any similarity to real-world events is purely coincidental and unintentional. In fact, the game has been in development since September 1998, so it predates the demonstrat ons against the WTO that took place in Seattle in November 1999."

Two things are being overlooked. First, we can expect State of Emergency to receive an M-rating from the ESRB Second, the game is as over-the-top and cartoony as any we've ever seen. Even if Rockstar did create the ATO to mimo the WTO, that would be something much closer to social commentary than a "slap in the face."





ALONG COMES: A SPIDER

In 2002, our favorite wallcrawler makes his big-screen debut—not to mention his first appearance on PS2



Maguire as Peter Parker stands aside Kirsten Dunst's character, Mary Jane Watson, as they perform a scene. [2] Maguire slips into some more iconic

As much as we may have looked forward to Spider-Man sebut on PlayStation last year, dare we suggest that we awalt his first tip to the sitver screen with even more anticipation? After nearly a decade of being "in the works, but held back by legal complications, Spiny Pictures and Marvel Entertainment finally, in March 1999, reached an agreement to sling Spider-Man your way.

Now firmly set for release on May 3, 2002, Spider-Man.

Now firmly set for release on May 3, 2002, Spider-Man features rising star Tobey Maguire I The Cider House Rules, Pleasantville) as Peter Parker, the sudent/free lance photographer for the Daily Bugle who gains arachidan powers when bitten by a radioactive spider. [This

nidan powers when bitten by a includes the ability to shoot webs—much to the chagrin of comic-book purists who know Peter to have created that skill himself.]

Remembering the credo of his tate Uncle Ben (whose death he feets indirectly responsibility. Peter dons his trademark red-and-blue tights. turning him nind New Yorks greatest threat, if you believe the anti-Spidey media.

"He's a great character because he's so relatable,"
Maguire told Cinescape of his on-screen persona. "He's aregular kid who gets these superpowers. But he's conflicted about f....which makes him interesting."

But it's not every regular kid who places it upon himself to halt the megalomanical plans of a misstermind villaring like the Green Goblin, as embodied by Willem Dátos: (Shadow of the Vampire). Known to the public as Normon. Osborn—and the father of Peter's best friend, Harry—this, supernemesis (files around atop a gravity-detying glider).

terrorizing citizens with his trademark

One such citizen we're betting gets especially terrorized is the love of Peter's life (or so he wants her to be), Mary Jane Watson, whom Kirsten Dunst (Crazy/Beautiful, Bring It Onl portrays. As far as further starpower is concerned, look for cameos by WCW super star Randy Savage as [of all things] a wreatler, and fanboy favorite Bruce Campbell as a ring announcer.

Yes, Spider-Man certainly seems primed to take next summer's box office by

summer's box office by storm. So of course Activision has a PS2 game—Spidey's first on a next-gen system—waiting in the wings to tie in. And, despite having the double whammy against it of being both a movie and a comic-book title. Spider-Man: The Movie Gam proved itself as one of E3's in hilights,

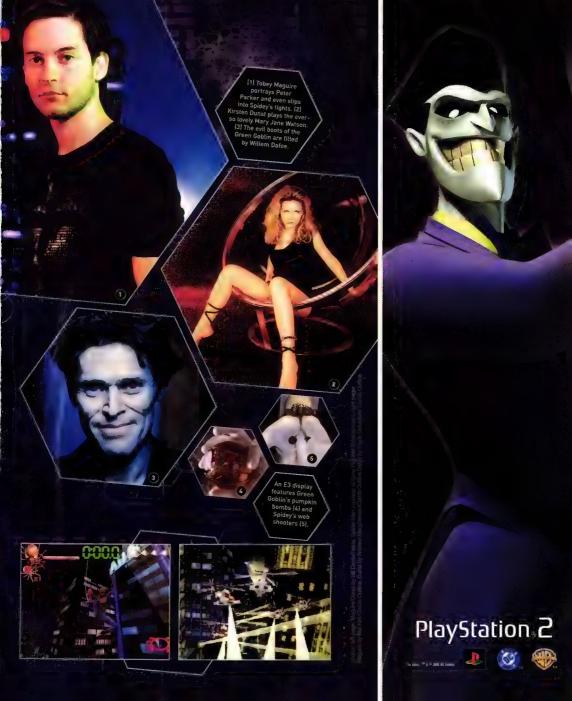
even in its early trate.

Don't let the le completely mislead y u, however—though the game does

follow the same is de established by the film, and shares thwarting the Gr na delin as its primary objective, developer Delyarch is rowing a rumored seven additional supervillains (Shock, and the Vulture have been confirmed into more than 3 levels of play. At the E3 demo, we saw Spidey web-sline as active city street—no fog clouding things us also one. And wait "ill you see his new web attack; fantastic! Do we really have to tell you that you'll be see go a tot more of this game in the pages of this magazin, in the months to come?









ZOE FLOWER WHAT CHARLES

In 1968, Stanley Kubrick's aptly named 2001 forewarned a future where human

evolution depended on intelligent machines of our own making, with these very machines evolving to become more human. Maybe I've overdosed on a sci-fi weekend marathon lately, but our current reality demonstrates how technology is severely influencing our lives, from genetic tinkering and nanotechnology to digital entertainment that mimics the world we live in. As we push the envelope on our evolutionary process, our machines and software advance along with us. It's all about survival of the fittest. Even the PS2 will evolve this year. The 40 GB hard drive and online access demonstrates Sony's dedication to maintaining the top position on the entertainment food chain.

Between jaw-dropping clips of the Final Fantasy movie and a demon stration of Medal of Honor's latest war epic. I'm beginning to lose sight of the fine line between what's physically authentic and what's computer generated. While games have yet to reach the point of truly rendering an engrossing reality that parallels the physical world, this milestone is clearly in sight and hurtling toward us at 60 frames per second (no more clipping planes or deep foot). What will it mean when we can no longer easily discern between reality and entertainment? After all, history dictates that humans can be fooled into a new reality quite easily, demonstrated by Orson Welles' broadcast of War of the Worlds in 1938, which created mass panic as people believed aliens had invaded Earth. So what-it was a radio broadcast, you say. Six decades later people should know better, right?

I thought so too until I discovered EA.com's Maiestic, resonating a monolithic power hinting at the future of how we entertain ourselves. Majestic is an entertainment chimera, a powerful fusion of traditional storytelling elements and bleeding-edge technologies, showcased by its eerily human artificial intelligence. Touted as more of an experience than a game. Majestic is charting unknown territory, emotionally and technically. Recently I demanded more emotional output from games. I should be careful what I wish for! A demonstration of Majestic triggered goosebumps and teary eyes as I encountered an AI-scripted char acter. Contacting you through phone, e-mail, fax and instant messaging, this type of interactive intelligence prevs directly on your own imagination, and that's enough to mess with anyone's perception.

In an age when even human genetic code can be decrypted and toyed with like Tetris blocks, evolution takes on a whole new meaning. Man's dependence on machines could lead to a whole new era of manmachine symbiosis (picture me with a PS2 strapped to my forehead!). Perhaps I've watched my Matrix DVD one too many times. Or perhaps a view of a world where humans function in tandem with intelligent machines isn't far away. While we push the limits of our computers in search of immersive and realistic visuals, seeking out new ways to garner reactions and emotional response, has anyone stopped to think ahead as to the results? Perhaps Kubrick's 2001 reality is not such a far cry from the 2001 we inhabit today.

Zoe Flower is no longer gracing Canadian TV screens and is instead pursuing new interests in order to establish herself as a multimedia superstar. Check out her stuff at www.zoeflower.com.

PLAYSTATION APTITUDE TEST

1. Now that Who Wants to Be a Millionaire: 3rd Edition is out, how many times has Regis Philbin starred in a PS

- b 2
- c 3
- 2. Which of the following cartoons now seen on Cartoon Network does not have
- a The Powerpuff Girls
- b Scooby-Doo
- c Johnny Bravo
- d. Dexter's Laboratory

3. Which fruity candy is destined to appear on PS2 next year in the game Darkened Skye?

- n Starburst
- c Dots
- d Mike & Ike

4. Which of the following Koei games

- takes place in ancient Japan?
- b Salvuk, Journey West
- d None of the above

5. Which character from SSX is also unlockable in NBA Street?

- h Mohy
- c Mac
- d Elise
- play a role in the upcoming movie

version of Spider-Man?

a Willem Dafoe b Randy Savage

- one game?

- d 4
- a PlayStation game planned for it?

- a Skittler

- a Dynasty Warriors 3
- c Kessen II

6. Who of the following does not

- c. Bruce Campbell d Hugh Jackman
- 7. When did the Final Fantasy series see its American debut, and on what
- a. 1990. NES
- b 1990, Sega Genesis
- c. 1991, Super NES
- d 1992, Super NES
- 8. According to their original Japanese titles, which Final Fantasy games have not been released in the U.S.2
- a Final Fantasy I & II
- b Final Fantasy I & III
- c. Final Fantasy II & III
- d Final Fantasy II & IV
- 9. Which of the following character names has not appeared in multiple Final Fantasy games?
- a Biggs
- e Garland
- d Tifa

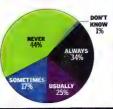
10. Final Fantasy II: Final Fantasy IV:: Final Fantasy III:

- a Final Fantasy I.
- h Final Fantasy III
- c Final Fantasy V
- d Finai Fantasy VI

1.6 2.c 3.8 4.d 5.b STOWERS

6.d 7.a 8.c 9.d 10.d

OPIM READER POLL Do You Consult **Your Parents Before Purchasing** a Game?



Even Darker Now



Infourames has officially announced and shown off the PS2 version of Alone in the Dark. Coming this fall, the game is even scarier than the PS one version.

A Primal Image



From Sony Cambridge, the folks who brought you MediEvil 1 and 2, comes this new PS2 adventure called Primal. According to the developer, the game portrays a struggle between the mortal world and the afterlife. Interesting.

Good or Bad?



Revolution Software, which produced the Broken Sword series, is working on a PS2 Metal Gear Solid-style action title by the name of Good Cop Bad Cop. The game is said to be very mature and will challenge the morals of players.

More Deception

Tecmo has revealed that it's working on a new Deception title for the PS2. currently going by the name of Project O. The dungeon RPC releases in Japan next March and hopefully soon after in the States.

OVERHEARD: MOVIES ON GAMES

"What we are seeing is video games finally taking their place as an accepted source medium in Hollywood. There will be hits, but there will also be huge mistakes because many movie executives don't understand the medium. Someone will try to make Tetris into a movie."

-Larry Kasanoff (producer of both Mortal Kombat movies) tells the Hollywood Reporter what he fears about game-to-movie adaptations

Ready for the RPG Invasion?

In addition to this month's cover highlight, Final Fantasy X, a whole slew of big-name role-playing games are haded to the PS2 in the coming year or so. One of the most anticipated is Namico's Xenosaga (shown to the right), the seque to Squares PS one RPG Xenogears. The game tooks great and will have a soundtrack performed by the London Philharmonic. To help you get a handle on other future RPG releases, we've put together a chart of





MAINE	WHAT S IT ADOUT	RELEASE	I HE LUMPUMIN
Jade Cocom 2	Taking a cue from Nintendo's Pokémon series, Jade Cocon allows you to raise monsters as well as search around in RPG environments. The sequel is being pub- lished by Ubi Soft in the U.S. and already features some great looking graphics.	Winter	The original was mediocre, despite its monster-breeding aspect. Part 2 just looks better.
Wild Arms 3	The original Wild Arms was one of the first solid RPGs for the PS one back in the day, but the sequel was quickly forgotten. For part 3, Sony is making use of the popular eel-shading technique. The game ships later this year in Japan and will be on DVD.	U.S.: TBA Japan: Fall	Signs point to Sony mak- ing a strong attempt at a Square-caliber RPG with part 3. Could be nice.
Okage: Shadow King	As we told you last menth, Sony is bringing Devil and 1 to the U.S. for a release this fall. The game has now been renamed to Okage and was recently on display in Sony's E3 show booth. It features a unique graphical style and has nicely detailed environments.	Fall	The Tim Burton-inspired character designs are cool, but the battles look awfully simplistic.
Forever Kingdom	Agetes is currently porting over the sequel to Evergrace for a U.S. release this fall. But the company is also wisely renaming the game because, well, the name Evergrace deem't exactly have the greatest comnota- tion among RPG fans.	Fali	Don't be fooled—it's still just Evergrace 2. But per- haps it'll be better since it won't be rushed.
Grandia II	Ubi Soft seems to be going RPG crazy as of late, but picking up the sequel to Grandia was a very smart move (keep in mind, it's from the guys who made Lunar). The sequel features some of the most kiscious backgrounds ever seen in an RPC.	Winter	The Dreamcast version of the game already rocks, so get ready for this one.
Harvest Moon: Save the Homeland	Much to the delight of Harvest Moon fans, Natsume had its latest installment playable at its E3 booth this year. The game also makes use of the ever-popular cel- shading technique and looks surprisingly good. It's said to ofter much more play time now, as well.	Fall	The Harvest Moon games have always been solid, but this one looks even better than past editions.
Shadew Hearts	Developed by Sacnoth, the guys who came up with last year's Koudelka for the PS one, Shadow Hearts is already starting to receive some major hype in Japan. The battles are great, and it has music from the brilliant Yasun	U.S.: TBA Japan: Summer	Early glimpses have got- ten us quite excited (but then again, so did early glimpses of Koudelka).
Legend of Legaia 2	Sony's original Legend of Legaia turned out to be a nice surprise on the PS one, with its innovative battle system. The Tactical Arts System in the sequel allows you to perform flighting game-esque special moves in the battle scenes.	U.S.: TBA Japan: Fall	We're expecting lots more innovation for the sequel, so here's hoping that it comes to the U.S.
Kingdom Hearts	Square's Disney RPG allows you to take control of new Tetsuya Nonwra-designed characters as well as popu- iar Disney characters, and travel Shrough many Disney words in your search for King Mickey, Many of the Final Fantasy team members are on the project.	Fall	The video shown off by Square at E3 looked ter- rific. What a shame the game is still a year away!
Ephemeral Fantasia	Known in Japan as Reiselied, Konami's first RPG for the PS2 features an infinite time loop, similar to the movie Groundhog Day, and follows the story of a hard named Mouse and his guitar, Pachino. The graphics look very first-generation PS2, but they're solid overall.	Fali	We've played the import and it's very average. Still, a decent RPG to hold people over until FFX.

WHAT'S IT ABOUT





'S A SQUARE WORLD AFTER AL

Squaresoft and Disney team up to produce an epic role-playing game

found out that Tetsuya Nomura, the character designer for Final Fantasy VII, VIII and X, is both the producer and the character designer, we could ing a realistic aesthetic and moody, technology-suffused environments to create a world that speaks to Disney and Final Fantasy alike?

at this year's E3, and all those early doubts vanished. The game ranks among the biggest surprises of E3and it's already showing a lot of promise.

storm and separated from his two friends, Riku and Kairi. While searching for his buddies, Sora joins forces with Captain Goofy and Court Wizard Donald, who are on a quest to find King Mickey. The game will different Disney "worlds" and characters have coexisted in one interactive product), including Aladdin Tarzan, Pinocchio and The Little Mermaid.

Although Nomura was working within a well-established universe, he tells us he had no problem designing his new characters. "We didn't have any guidelines from Disney," Nomura says, "which made it very similar to the Final Fantasy projects in that I had complete freedom to create my own characters." Still, Nomura wanted to be sure that when his creations are "tined up next to the Disney characters-Goofy, Dumbo and Donaldthey wouldn't be out of place, or look like they just popped into the Disney world. That's one thing that I had in mind

While Kingdom Hearts has a vibrant, colorful appear ance, there's a sinister undertone that lurks through the The world is overrun by "the Heartless"-villainous creatures who are plotting to swipe the hearts of

souls of others. Throughout the game, Sora and his pals are confronted

Will the game work? And is the public interested in such an offbeat collaboration? Nomura realizes That Kingdom Hearts might seem like an old project, but he remains confident. "I think Final Fantasy audiences to see the other sides. If you're a Disney and vice versa," he says. "When people heard of our

alliance with Disney, I really don't know what the general response was vibe from it-you know, like, why is Square going toward a kiddle title, teaming up with Disney? I just want them to know





































Clish MacLaver's **GOSSIP GOSSIP**

Gossip, rumor and scandal. Gaming's biggest secrets dug up and served with gravy.

I've spent the past few weeks contemplating my experiences at E3 and how to convey them all without getting anyone into trouble. Aside from the games, E3 is a display of wanton depravity, with the industry's elite drinking their own body weight in alcohol at parties and getting into all kinds of mischief Of course I too, frequent these parties-but simply to observe, you understand. I watched as dancing girls were pawed by Japanese developers, and I waited outside other parties at which Rod Stewart and Coolio were eagerly welcomed for no apparent reason. I giggled at highly naid company executives committing many and varied crimes against fashion And among all of this. I also found the time to dig up some dirt on the games.

Galaxies Coming to PS2

I was recently privy to a private demonstration of LucasArts and Verant's persistent online game,

feed the habits of hundreds of thousands of gamers every month. The demo of Galax es I saw was very early, and running on a tricked-out PC, but it looked incredible. Taking place within the timeframe of the original trilogy, the game will allow you to "live" within the Star Wars universe. You can set up home on any one of a number of planets and sort yourself out with a job, or you can choose a more adventurous path by joining either the Rebel Alliance or the Empire and doing your duty for whomever you choose. Later, a space flight and combat pack will be launched, allowing you to soar between the planets and engage in smuggling, piracy or military activities. It's all truly spectacular, and so advanced that it won't

be out until fall 2002. When I

do?" Sounds good to me. I'm all. giddy Somebody catch me. www.lucasarts.com

More Episodes Available Online

A lot of developers told me that Sony is actively encouraging them to pursue ep sodic ideas for future games Those of you who read John and Gary's piece about Tomp Raider last month will have an idea of how this will unfold. but it appears that you'il be buying a "core" game and then later downloading new stories into it

the delights of Crazy Taxi 2 on Xbox, to accept the cold, hard facts of business There are more PS2s out there than any other new system-mainly because until the beginning of November it will have been the only 'new" system available By this point there will be more than 5 million PS2s in American homes, and probably over 15 milion worldwide. It would be monumentally stupidwould it not?-to ignore this. Yes, we can expect all the sports names. Yes, despite the "exclu-

this makes my blood boil Doesn't bode well for this year's effort does it?

No Show and No Sleep For Spyro's Successor One big game was mysteriously absent from Sony's lineup of PS2

"Yes, despite the 'exclusivity' period for Jet Set Future on Xbox, we will see the game."

from the Internet land saving them to the PS2 hard drivel. This is apparently being encouraged to ensure that the new hard drive and network adapter sell well. Only time will tell if developers decide that this is the way to go It's definitely the right approach if they want to make more dollars out of us. Plop down \$50 for a game, and then even more money to see what happens next In other words, you and me -

Sega PS2 Dominance

Despite lots of press concerning Sega's love-in with Microsoft and its impending affair with Nintendo, a recent chat with my pals at Sega revealed that the majority of the company's output would actually be for the PS2 Did people really expect anything less? Sega has clearly suffered from financial woes for the past few years, so why wouldn't it immediately jump into bed with its most successful former competitor? The press generally seems to have been too preoccunied with the hardcore masturbation of pondering what Sonic would look tike on GameCube, or

sivity period" for Jet Set Future on Xbox, we will see the game on PS2. Yes, Sonic is almost certainv coming to PS2. Yes, we will see the new ToeJam & Earl And yes, Crazy Taxi 2 is inevitable www.sega.com

More Crash, Anvone?

It seems that Universal hasn't learned from the mistakes made by others when it comes to sequels Even though the com pany hasn't even released Crash Bandicoot: Wrath of Cortex vet, it is already planning two more Crash sequels. One will follow in 2002 and then another in 2003. Talk about milking the name! So, what's going to happen? Are we going to be printing interviews with developers in 2003 who will be saying, "Well, this is the real Crash game, the one we really wanted to do all along," Stuff like titles at this year's E3 show: Insomniac's new adventure Astute readers will know Insomniac as the makers of Spyro (the first three, anywaynow the Spyro series is in the hands of the sequel milkers at Universall, and should have heard that this team has been hard at work on a new PS2 title for guite some time. Why wasn't it at the show? Sources at the developer admit there were some unforeseen problems and the game just wasn't ready to show yet. It's a shame, though, as other sources who ve seen it running claim it's one of the most stunning PS2 games yet While little is known about the title, it's said to be an adventure game and is currently known as "Raccoon " Whether this refers to the type of creature you play as is still unknown



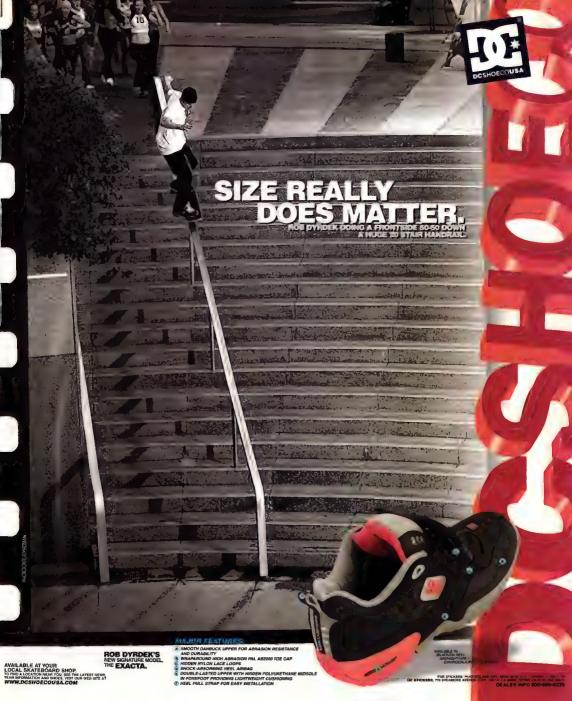




RUMOR MILL

Despite originally being touted as a PSZ game, Lara Croft creator Toby Gard's new effort, Galleon, is to be an Xbox-exclusive. Boon to him for that. . Riding high from the success of the GT wheel, Logitech is set to produce a number of other fancy game-specific controllers. Are we set for an onslaught of big, phallic joysticks, fishing rods and bendy, rubbery monstrosities? Let's hope so. . There are rumors of a PS2 price drop for this Christmas...no one I spoke to would own up to it, though. Expect to see more "bundles" instead. • I bumped into a very nice chap from Pandemic Studios (who produced the fabulous strategy game Dark Reign for the PC) who was extremely enthusiastic about the fact that the majority of his future products were PS2-based. That should get RT5 fans all giddy-and the rest of you are no doubt oblivious to what I'm talking about. . Ascii is working on new versions of Fighter Maker and RPG Maker for PS2. Fighter Maker is said to look absolutely incredible

Star Wars Galaxies Verant for those of you who don't know, is the developer of the hyper-addictive online game EverQuest and works closely with Sony Online to asked the guys on the team if it was PC-only, their response was far from cryptic. "Our partner is Sony Online," they told me. "So what do you think we're going to







Bookmarks

www.thelogbook.com

It's sort of a visual hoggepodge. but this site holds tons and tons of old-school video-game info It's mostly arcade and pre-NES stuff, but there are plenty of forgotten nems within

www.lileks.com

No, don't ask, just go. Go now

www.theunderdogs.org

If you ever used a monochrome screen, if the words "max mum verbosity" mean anything to you, if you are actually able to program in BASIC-this site is for you Some of the best and least-known PC games in history, complete with synopses and links to how to get your hands on a copy today Pure nostalgic bliss

www.argonauts.on.ca/ SlamCurling1999Brier/ mar7 hunka.html

Cornbrooms? Stones? It must be Canada and it must be curling

www.aaroncake.net/spuds /survey.asp

With projectiles ranging from goldfish crackers to dynamite stuffed potatoes, and distances of

up to 10,000 feet achieved, this spud-gan survey page is one explosive read

www.lileks.com/postcards/rest/ polivdan.html

You just had to ask, didn't you? All right, make sure you don't miss this one, or the Beefseeker wil. come for us al.

www.robscape.com

Home of healthy, puffy snacks like Pirate's Booty, Veggie Booty and Fruity Booty Embrace the Booty

www.research.att.com/~mim/ cgi-bin/ttsdemo

A text-to-speech synthesizer, per fect for re-enacting scenes from the now-passé (golly, that was fast) All Your Base v deo

www.nutz.org

A large, varied collection of all kinds of oddit as from the Web, from humor to commercials to quitar tablature

www.playstationmagazine.com

It's growing Expanding, Soon it will encompass all that is. Be a part of it. It doesn't hurt a bit

Billboard

TOP ALBUM SALES



2. Survivor. Destiny's Child (Columbia)

3. Soundtrack: Moulin Rouge (Twentieth Century Fox Film Corp)

4. Lateralus, Tool (Tool Dissectional/Volcano)

5. How 6, Various Artists (Sony/Zomba/Universal/EMI)

6. Miss E... So Addictive, Missy "Misdemeanor" Elliott (The Gold Mind/Elektra)

7. All For You. Janet (Virgin)

8. Majoractice. Redman (Def Jam)

9. Weezer, Weezer (Geffen)

10. Drops Of Jupiter, Train (Aware/Columbia)

For the week of June 16. Compiled from a national sample of sales reports collected, compiled and provided by SoundScan. @ 2001, BPI Communications Inc. and SoundScan

Sound Station

By John Scalzi

This month's edition features three artists featured on the smokin' Gran Turismo 3 soundtrack, as wel, as two up and corners from MX 2002 featuring Ricky Carmichae.





American Hi-Fi: American Hi-Fi

Featured In: MX 2002 featuring Ricky Carmichael

There's something to be said for uncomplicated rock 'n' roll of the sort found here. It's good enough to know you like it without being so good you really have to pay attention to it. You'll bob your head along agreeably and absent-mindedly, regardless of whether you're driving, playing with your PS2, or performing delicate open-heart surgery Yes, this ain't exactly high praise-but can you make a whole CD of mostly cool tunes?

Final Score



The Cult: Love

Beggar's Banquet Records Featured In: Gran Turismo 8: A-spe

oo bad Jan Astbury has looped off his hall with it he tooks like a fid iod, which was good for him, because The Cult is a second sine hard

Final Score



The Jimi Hendrix Experience: Are You Experienced? MCA Records

Featured In: Gran Turismo 3: A-spec

I'd love to be able to pull off the contrarian critic thing, and talk about how Experienced is massively overrated, but it's not, so I can't This album totally scores across the board. Critic geeks will gust about Jimi's mastery of the guitar, but us normal people are busy procyling to "Purple Haze," "Hey Joe," "May This Be Love," or any other seven tracks you'd care to name. If you love rock, you should have this album

Final Score @ @ @ @



Lenny Kravitz: Greatest Hits Virgin Records

Featured In: Gran Turismo

Krayliz a grave misservice: Sure, Krayliz is a rampant Aleptoma the musical-influence 7-11, but he only steals the choir est bits, serves them up not and steaming. *Greatest Hits* is a testimonia

Final Score • • • •



Sum 41: All Killer No Filler Island Records

Featured In: MX 2002 featuring Ricky Carmichael

Here's the scenario: Blink 182 is on its way to the stage to tack outwhen suddenly someone spills a Fresca and all three of the Blinkers slip and break their legs! While they're writhing on the stage ramp, screaming for their mommies, the members of Sum 41, who just happen to be standing around nearby, hop onto the stage and perform in Blink 182's place! And no one in the audience notices the difference! At all!

Final Score

John Scalzi has been a music critic since a time when people actually drank Fresca. Visit his Web site at yww.scalzi.com, or stay away from stage ramps. Catch our drift? Don't make us get graphic.

FIGHT LIKE AN ANIMAL

From the creators of Bloody
Roar I and 2 comes Bloody
Roar 3—the newest in the
critically acclaimed fighting
series. Unleash the beast within,
transforming into your animal
life-form mid-fight for the
ultimate showdown. Fighting has
never looked this good—
or been this brutal.



Battle it out as 14 fighters—each with an alternate beast life-form and special combo moves.



Experience brutal single-player and multiplayer action, plus amazing special effects and animations (60 fps).



Tackle 12 gameplay modes in 9 immersive 3-D environments, featuring destructible walts and floors

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TOP DVD SALES



Vertical Limit (Columbia TriStar)

Dungeons & Dragons (New Line)

What Women Want (Paramount)

Miss Congeniality (Warner) 4

5 The Emperor's New Groove (Disney)

6 Sex and the City: Second Season (HBO)

Big Trouble In Little China (Special Edition) (Fox)

8 Pay It Forward (Warner)

Tora! Tora! Tora! (Special Edition) (Fox)

Requiem For A Dream (Director's Cut) (Artisan)

For the week of June 16, Compiled by a national sample of sales reports. © 2001, BPI Communications Inc. and SoundScan Inc.

DVD News

In conjunction with the DVD release of Hannibal: Special Edition on Aug. 21 (a two-disc set that will include 35 minutes of deleted scenes, five making-of featurettes and more), MCM will also release The Silence of the Lambs: Special Edition. Lambs will include 20 minutes of deleted scenes and a new documentary featuring interviews with Jodie Foster and Anthony Hopkins.

A FORCE TO BE RECKONED WITH

Sources inside the Lucas compound tell us that Star Wars: Episode I-The Phantom Menace will be out on DVD in November. No word yet on any extras (and still no word on the original trilogy), but rumor has it the package will be a two-disc set. However, My. Lucas has previously hinted that he would hold out on big DVD productions until all three new films are complete. We'll see.

THROW ME THE IDOL, I'LL THROW YOU THE WHIP

In other Lucas news, our friends at thedigitalbits.com report a rumor that the Indiana Jones trilogy may be available sometime next year. It's been 20 years since Raiders of the Lost Ark was released-we say it's about time.

BOLDLY GO...HOME

Also from the digital bits.com: Paramount is expected to begin releasing DVDs of Star Trek: The Next Generation, Deep Space Nine and Voyager by the end of the year. Expect full-season packages instead of the two-episode discs published for the original series. As far as we're concerned, that's the way to go.

READY YOUR DINCERS OF POWER

Oh, nostalgia. We'll be swimming in it when The Goonies releases on Aug. 21. The package will include a making-of documentary, commentary by director Richard Donner and deleted scenes.

MORE THAN MEETS THE EYE

According to Rhino Home Video, the entire first season of The Transformers will become available this fall. The package will be a five-DVD set, including the recently released Villains.

WE ARE THE MUSIC MAKERS...

...and we are the dreamers of dreams. Willy Wonka and the Chocolate Factory: Special Edition is due to release on Aug. 28, with a new documentary, deleted scenes and outtakes, and commentary by the child actors from the film-now all grown up:

DVD Reviews by John Scalzi





STARRING: Mitsuo Iwata. Nozomu Sasaki

AKTRA: THE SPECIAL EDITION

Anime's equivalent to Birth of a Nation, and the only anime movie that even non-anime-niacs have heard of, (Settle down, you fleaks). You know it's true.) To the uninitiated, it makes not a lick of senseit's just a blur of freaky imagery and intense teenagers riding motorbikes around a dystopian future world-but even the terminally clueless can't take their eyes off it. Confusing but brilliant. The limited edition features a restored version of the film, with THX and new dubbing and subtitles, plus an extra disc with making-of and restoration documentaries, storyboards, artwork and arminterview with director Katsuhiro Otomo.

Movie Score

DVD Extras Score • • • •

DIE HARD: THE ULTIMATE COLLECTION (Bruce Willis, Samuel L. Jackson)

For those of you who just can't get enough of Bruce Willis saying, "Yippie Ki Yav," etc., etc., here's a six-DVD set that's got it all: All three movies, plus an extra DVD for each film jammed with goodies like deleted scenes, script-toscreen comparisons, game demos, gag ree,s and TV specials. Also included commentary by directors, special

effects people and other crew Really worth it for die-hard Die Hard fans

Movie Score • • • DVD Extras Score 9 9 9 9

THE GIFT (Cate Blanchett, Hilary Swank) Underappreciated Southern gothic with

a great cast (including Cate Blanchett and Hilary Swank) and crew (director Sam Raimi and screenwriter Bitly Bob Thorton) Blanchett is a psychic who finds herself a little too wrapped up in a murder mystery, thanks to her pesky supernormal powers. Funny how psychics never use their powers to win the lottery. Anyway, better than you've been led to expect-if you've even thought about this film at all. Lousy extras, alas a music video and a trailer

Movie Score ● ● ● 4 DVD Extras Score •



PLANET OF THE APES: FROM CHIMPAN-A TO CHIMPANZEE

by reparation for Tim Burton's new imagining of the Planet of the Apessage, we wont too may be the Apes DVDs, to prime ourselves for prime to the Apes DVDs, to prime ourselves for prime to the Apes DVDs, to prime ourselves for prime to the Apes DVDs, to prime ourselves for prime to the Apes DVDs, to prime ourselves for prime to the Apes DVDs, to prime ourselves for prime to the Apes DVDs. good news and bad news and sorta-not-bad news here

The good news is that there's a Planet of the Apes boxed set: Planet of the Apes—Th tion. It includes all five flicks as well as a documentary hosted by Roddy McDowell, who Aged Comalius. The bad news is that this boxed set is currently out of print. While you can inhabably lind the individual DVDs or the entire box for rental, purchashing it at the momend italis buying it used. The documentary DVD, Behind the Planet of the Apes, will be available. ight around the time the movie comes out, but that's it.

The sorta-not-bad news: The DVD bexed set will be rereleased on Aug. 21. So don't buy used. There's no point paying double. If you just can't wait that long, then perhaps you should consi the now-available VHS *Planet of the Apes* Collector's Edition Gift Set, which again features all ve films. But. well...it's VHS

Or—here's a thought—you might read the book. No one seems to know that *Planet of the*was was originally a novel, and a well-regarded one at that, by Plerre Boulle, who also wrote Bridge on the River Kwai (which you also know from the movie. Poor Pierre). The book has just been rereleased in paperback; you'll find it in the sci-fi section.

THE FAMILY MAN SPECIAL EDITION (Nicolas Cage, Tea Leoni)

High-powered executive bachelor Nicolas Cage waxes up one morning to find he's a married blue-collar schlub with kids. On the other hand, his wife turns out to be Tea Leoni. This is a fair trade. Family Man is basically It's a Wonderful Life in reverse, with Cage pretending to be Jimmy Stewart (something, if you check Cage's filmography, that he actually does quite a bit). It's not a classic, but it's not bad, either, if you're in the mood for mush. Includes director, producer and writer commentary, outtakes and deleted scenes, and commentary by my favorite composer, Danny Elfman

Movie Score ••• DVD Extras Score ● ● ● 4

MONKEYBONE SPECIAL EDITION (Brendan Fraser, Chris Kattan)

The movie that would have ruined Brendan Fraser's career, had he not had The Mummy Returns to fail back on. Monkeybone was almost universally reviled by the critics, but I'm bet ting that this weird, weird, weird little flick becomes a cult classic, if for no other reason than the seasick stopmotion mag c of Henry Sel.cx (who directed the much more fabulous Nightmare Before Christmas| There's a plot, but don't bother just watch for the eye candy DVD extras are nice, too: an alternate ending, 10 deleted scenes, blue-screen galleries and director commentary

Movie Score • 4 DVD Extras Score ● ● ● ●

ONCE UPON A TIME IN CHINA 1, 2 & 3 THREE PACK (Jet Li)

No DVD extras None (Well, subtitles, because these movies are in

Cantonese and Mandarin But that doesn't count I On the other hand. who gives a crap? Jet Li kicks serious ass as folk hero Wong Fei Hung in three separate installments of the series, reminding us all that while Amer can movies sure blow things up real good, it's the Hong Kong cinema that really remembers how to deliver the action goods. Essential-and fun!-for any fan of Hong Kong film

Movie Score DVD Extras Score N/A

SWATCH-SPECIAL EDITION (Brad Pitt. Benicio Del Toro)

Snatch is one of those movies that's in love with being a movie-director and writer Guy Ritchie (you know him as Mr. Madonnal slams the viewer around fiercely in this diamond heist caper, enough so that it's mostly impossible to figure out who's doing what to whom and why. But it's fast and funny enough that you're having fun trying to figure out what's going on. Plus Brad Pitt is hella funny as a gypsy who seems to be speaking in tongues Special edition includes director's commentary, deleted scenes, storyboard comparisons and subtitles-interesting in Pitt's case

Movie Score ● ● ● DVD Extras Score

THERTEEN DAYS SPECIAL EDITION (Kevin Costner)

Those dirty Commies try to put nuclear warheads into Cuba, and the only thing standing between us and a mushroom c.oud is Kevin Costner. Uh-ph. Costner does his patented upright citizen thing, and so long as you don't confuse this version of the Cuban Missile Crisis with actual verifiable history, everything should be hunky-dory. The special edition comes nicely loaded, with historical nuggets

and documentaries, as well, as director commentary and some neat special-effects deconstructions

Movie Score ••• DVD Extras Score • • • •

V: THE ORIGINAL TV MINI-SERIES

(Marc Singer, Michael Tronsides) Aliens come to turn us all into slaves,

and only the Beastmaster can stop them! Sorry, I'm mixing up my Marc Singer-starring vehicles. The truth is that V stunk mightily-second rate science fiction made third-rate by the fact it was made for TV land early '80s TV at that, which stinks more than most)-but it's cheesy, campy fun. What would be supercool is if there were a Mystery Science Theater 3000 commentary track for this DVD, but there's just the usual commentary by the director and some gag reels Perfect for when you can't get your Sci-Fi Channel fix

Movie Score DVD Extras Score • • 4

WAYNE'S WORLD: THE COMPLETE EPIC (Mike Myers, Dana Carvey)

It's an exceptionally rare movie based on a Saturday Night Live character that is actually worth watching even once, so the fact that Wayne's World is still barf-inducingly funny nearly a decade [I] later says something, indeed, it's at the head of the "dumb schmoe" genre, otherwise populated by Bill and Ted flicks. Shame that Wayne's World 2 blows hot monkey chunks. What are you gonna do. This set bundles the two together Extras aren't much, though-just director commentaries. But worth it for the "Bohemian Rhapsody" scene alone

Movie Score ••• DVD Extras Score ••



n the Front Line

Like many of the contributors to the Tomb Raider soundtrack, Delerium's Bill Leeb is no stranger to video games. Though not a big gamer himself, he did co-write much of the music for Quake III with his other band. Frontline Assembly, But as Delerium, he not a lot closer to Lara than most onvs we know.

Not being a big gaming fan, how familiar were you with the Tomb Raider games?

BILL LEEB: I've seen them. It's actually pretty big in Europe. In fact, there's even a Tomb Raider soundtrack over there that had a track from [Frontline Assembly's] album, Flavour Of The Week.

Did you get to see any of the movie in advance? Actually, I saw clins of it when I rented some other movie, I didn't even know what it was at first, I just thought, "Whoa, this looks cool," without knowing what it was. And it wasn't until later that I found out we were going to be on the soundtrack.

Your contribution, "Terra Firma (Lara's Mix)," is a remix of a tune from your Poem album. What exactly is a Lara Mix?

Well, we just made it sound a little harder. We pulled out a few of the more world-music elements, though the song itself is still essentially the came

Do you know how the song is used in the film? We have the big shower scene. That's what I heard, anyway. I think they just heard our song, and put it into the scene they were editing Fat the timel, and it fit right where they wanted it.

So, since you have a song on the soundtrack, do you think they'll give

you free tickets to the movie? I get the feeling that, when it comes to the importance factor, we're pretty low on the scale. But I'd love to go to the premiere.

-Paul Semel

Coming Soon 8/28/2801

3,000 Miles to Graceland Best of the Chris Rock Show: Volume 2 John Carpenter 3-pack: Starman, Christine and Vampires

B/21/2004

The Silence of the Lambs: Special Edition Hannibal: Special Edition The Goonies John Waters 2-pack: Polyester and Desperate Living

Forrest Gump: Special Collector's Edition Willy Wonka and the Chocolate Factory: Special Edition

9/4/2001

The Neverending Story The Neverending Story II: The Next Chapter

9/18/2001

It's a Mad, Mad, Mad, Mad World King Solomon's Mines











HOLLYWOOD BANTER



A-Team Cast

If you have a problem, if no one else can help. rumored role as Col. John 'Hannibal' Smith in the much-hyped A-Team remake. The ubiquitous Brendan Fraser is up to play Lt. Templeton "Face" Peck, while the not-like-Mr. T-at-all Taye Diggs will be tough guy Sgt. Bosco "B.A." Baracus. Shanghai Noon star Owen Wilson is set to play Capt. "Howling Mad" Murdock. Filming is stated to start later in the year

Lord of the Rings Extreme

Information on the eventual Lord of the Rings DVDs has turned up recently. According to Variety, director Peter Jackson has already started preliminary work on what will be included in a Director's Cut box set that will hit stores of the three films will contain some "extreme" footage that's being cut out of the movies, due to start hitting theaters later this year. There's no indication of what "extreme" means, but given Jackson's history it could be some gory stuff. Also, word has it that the DVDs will make extensive use of hours of behindthe-scenes video footage that had been

shel during production www.variety.com

Jolie in for Sci-Fi Thriller

The divine Ms. Lora Croft, Angelina Jolie, is in talks to play an alien law-enforcement officer sent to Earth to hunt down criminal extraterrestrials in the \$13 million British-backed Under The Skin. According to Web site Ananova, the movie has Jolie's character driving around, A source close to the film says, "Jolie would be superb and she enjoyed making Tomb Raider in Britain, So, it's a question of talking her into coming back." The film is due to go into producwww.ananova.com

American Psycho Shatner

We have to wonder if maybe they're making this one up, but Brit movie magazine Hot Dog to American Psycho is in the offing...with Star Shatner is said to be playing an FBI profiler who has retired to academia after dealing with nutiob Patrick Bateman, According to Hot Dog. good of Cap'n Kirk has already begun shooting on a college campus in Toronto, and neither Bateman nor his alter ego. Christian Bale, will be making an appearance in the movie. Just to give you an inkling of the direction this project is taking, the working title is rumored to be All together now: "What the f-?!" www.hotdogmagazine.com www.filmforce.com

Horrific Bond News

rilegious changes to the James Bond franchise, according to Hot Dog. The magazine's Web site reports that MGM wants to "introduce a more urban, hip-hop feel to the next Bond flick, with Rush Hour director Brett Ratner as first choice. The site quotes an MGM writer as saying, "MGM is convinced it can make more money out of Bond by diluting his Britishness and making the movies more American in style. The decision will have huge consequences for the future. A few films down the line and Bond could become a jiving homeboy." What's next? A gangsta Mary Poppins? Current Bond star Pierce Brosnan is said to

be horrified by this turn of events, which has led to speculation over who might play the next Bond. Brit honk Clive Owen is currently thought to be the top choice. Owen has appeared in ER, and will soon be seen in The Bourne Identity opposite Matt Damon. www.holdogmagazine.com

Hopkins to Join X-Men 2?

Rumors abound over at 4Filmmakers.com that Sir Anthony Hopkins will join fellow aging thespians Sir Ian McKellen and Patrick Stewart on of Hayden Christensen in Episode II, people are paying serious attention to this news. Also fast-rising actor Scott Caan (son of James). possibly in the role of Gambit or Beast. www.4filmmakers.com

Enterprise Launching in August

Star Trek franchise head honcho Rick Berman spoke of the new series with the Chicago Tribune, saying, "[We] produced 526 hours of television in the 24th century and three notion pictures, and a fourth one coming. It was time for something new.... For us, going back to time when deep space travel was new to humans, it gives us a chance to truly see humans bing where no man has gone before." Bermin also talked about the benefits of the series seing set closer to our own time, saying, "It gives us a chance to deal with more contemporary characters because they're closer to us now. And it also will give the fans, I think, a wonderful opportunity to see things that they know will be coming in future centuries in their infant stages, and seeing

Meanwhile UPN entertainment chief Tom. Nunan spoke briefly with the New York Post about some of the design elements of the coming series. "The controls inside the ship look like the the Space Shuttle and the new space-station Nunan said. "The uniforms look like the NASA uniforms that we're more familiar with

Expect Enterprise (it's not being called Star Trek anymore) to hit UPN this August, along with the biggest marketing push ever for the network

Laugh Till It Hurts!





OWN THE AWESOME DVD LOADED WITH SWEET EXTRAS

Commentary by the two dudes, 7 extended scenes, "Stoopid Ass" music video by Sward Theft Audio and more!

INTIETH CENTURY FOX PRESENTS A WAYNE RICE / GIL NETTER PRODUCTION "DUDE WHERE'S MY CAR?" ASHTON KUTCHER SEANN WILLIAM SCIT<mark>, Kristy Swanson</mark> Jennfer Carner Marla Sokoloff Wisdavid Kitay _{Shan}esedana Millman & Daye Jordan Amerikan Milliam scit<mark>, Kristy Swanson</mark> Wypharice Roeen, Joseph Corner of the March March Millman & Daye Jordan March Milliam (Milliam & Milliam & Milliam





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RENT IT TODAY ON VIDEO AND DATE.



TOP 10 CHARTS

PS2 Top 10

top spot. The last surprise, Knockout Kings 2001. We haven't heard from it since. This month, Gauntlet Dark Legacy swarmed the charts to grab the No. 1 position Will it, too, fade like KK2001?

Rating Gauntlet: Dark Legacy Midway

There are a couple of theories as to why the latest Gauntlet has catapulted into the top spot over games like Crazy Taxi, ZOE and Onimusha. Our first thought is that there are plenty of gamers hungry for that old arcade experience of walking around and hearing "Valkyrie needs food badly." Our second theory: Chris Baker has bought all the copies by himself. Both theories are relatively sound.



2	4	ATV Offroad Fury Sony CEA	••••
3	1	Onimusha: Warlords Capcom	••••
4	-	Crazy Taxi Acclaim	••••

Finally, Crazy Taxi has graced the PS2. Nice to see that Sega games are making a quick splash on their new hon

5	3	Madden NFL 2001 EA Sports	••••
6	-	Tekken Tag Tournament Namco	••••
7	2	Zone of the Enders Konami	••••
8	5	Triple Play Baseball EA Sports	••
9		Midnight Club Rockstar	••••

Source INPD TRNT's Video Games Service and May 2001. Call them at 516,625 2481 for questions, about this Lst. No games for competing console systems (e.g., Note, Dreamcas), were included. Detrail sales highers. You very Came descriptions written by the OPM staff.

NBA Live 2001

EA Sports

OPM's Most Wanted PS2 Game



- 1	160 15	· v=
I	leo	Sony CEA
2	Final Fantasy X	Square EA
	Metal Gear Solid 2	Konamı
4	Tony Hawk 3	Activision
	Jak & Daxter	Sony CEA
6	SSX. Tricky	EA Big
7	Silent Hill 2	Konamı
8	Devil May Cry	Capcom
9	Maximo	Capcom
10	NFL 2K2	Sega

J	ap.	an's Top 10 PS2 and PS	one Games
į	L	Gran Turismo 3 (2)	Sony CEJ
	2	World Stad um 5 (1)	Namco
ı	h	From TV: Grand Battle	1) Bandar
	4	SD Gundam- G Gen. [1]	Bandai
Ì	5	Oni Zero [1]	PandoraBox
	6	Tokyo Bus Guide (2)	Success
	7	Robot Taisen A.G. [1]	Banpresto
	8	The Tetrs [1]	Success
Ì	9	Time Crisis Project Tita	n [1] Namco
	10	Winning Eleven 5 [2]	Konami

OPM's Most Wanted P5 one Games



		June
1	Syphon Filter 3	Sony CEA
2	Spider Man 2	Activision
3	Metal: Small Brawl	Sony CEA
4	Hoshigami	Atlus
5	Enegon Warrior VII	Enix
6	Tales of Destiny 2	Namco
E	X Men Mutant Acad, 2	Activision
8	Black & White	(TBD)
Ō	Cestlevania	Konamı
lO	Hooters Road Inp	Ubi Soft

Top 10 Selling Games, All Systems Mario Party 3 (N64) Nintendo 2 Zelda- Seasons [GBC] Nintendo

	Zeloa: Ages (GBC)	Nintendo
4	Pokémon Stad 2 [N64]	Nintendo
	Pokemen Silver (GBC)	Nintendo
6	Pokemon Gold [GBC]	Nintendo
A	Gauntlet DL (PS2)	Midway
8	ATV Offroad Fury (PS2)	Sony CEA
100	MARCON L. (CCO)	C

Midway

10 Crazy Taxi (PS2)

PS one Top 10

Which means you're buying games that we'd pay you not to play Your \$9 99 would be better spent by lighting it on fire. Look, if you have only 10 bucks, we have two words. Top Shop, Buy it. That is all

Month Publisher	Rating
Spec Ops: Take 2 Intera	Ranger Elite
equally as much. (Note: We are rambling, here's a highlight fron tation is fundamentally the same	n last month's review: "The presen- e (as the first game), which is to say animation is dire, and often things



2	2	Sony CEA	•••••
3	10	ATV: Quad Power Racing Acclaim	₹# Fix
4	7	Digimon World 2 Bandai	••
5	1	Tomb Raider: Last Revelat	ion ••••
6	5	Spec Ops Take 2 Interactive	•
7	9	Tekken 3 Namco	•••••
Ω	_	Mat Hoffman's Pro BMX	••••

Mat Hoffman debuts at No. 8, but expect to see it on the charts for a long time. It's a word-of-mouth game, just like THPS.

Activision

7		Activision	1
10	-	Darkstone Take 2 Interactive	•••1

Tony Hawk's Pro Skater 2

Source NPD TRSTS Video Games Service, mid. May 2001. Call them at 516 625,2481 for questions about this list. No games for competing console systems le.g., NAs, Dreamcastl were included Overall sales ligures may vary. Game descriptions written by the OPM staff

10

Take Your Imagination For A Test Drive









Brillit City Corre your dreame!







Coming Soon For GAME BOY ADVANCE PlayStation.2 TAKARA



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* Enhanced graphics system



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FREE WILL CANNOT EXIST IN THE PRESENT

WHEN DESTINY LIES IN THE PAST





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Coming Soon

July		
Ephemeral Fantasia	Konami	RPG
Extermination	Sony CEA	Adv.
MS Gundam Journ,/Jaburo	Bandar	Action
Klonoa 2: Lunatea's Veil	Namco	Action
Rune: Viking Warlord	Take 2	Act on
August		
18 Wheeler	Acclaim	Racing
Grants: Citizen Kabuto	Interplay	Adv.
Half-Life	Sierra	FPS
Ico	Sony CEA	Action
LeMans 24 Hours	Infogrames	Racing
NCAA Footbail 2002	EA Sports	Sports
Okage Shadow King	Sony CEA	RPG
Paris Dakar Rally	Acclaim	Racing
Portal Runner	3D0	Action
RE Code: Veronica X	Capcom	Adv.
Test Drive Off-Road WO	Infogrames	Racing
September		
Arctic Thunder	Midway	Racing
Baidur's Gate: DA	Interplay	RPG
Batman: Vengeance	Ubi Soft	Action
Commandos 2	Eidos	Strategy
Conflict Zone	Ubi Soft	Strategy
Dave Mirra BMX 2	Acclaim	X-Sports
ESPN X Games: Skatebrdg	Konami	X-Sports
Evil Twin	Ubi Soft	Adv.
Lotus Challenge	Interplay	Racing
Madden NFL 2002	EA Sports	Sports
Monster Rancher 3	Tecmo	RPG
NHL Hitz 20-02	Midway	Sports
Project Eden	Eidos	Adv
RLH	Interplay	Adv
Silent Hill 2	Konamı	Adv
Soul Reaver 2	Eidos	Adv
Spy Hunter	Midway	Action
Supercar Street Challenge	Actorision	Ranno

Trophy Bass	Sierra	Fishing		
October				
Casper Spirit Dimensions	TDK	Action		
ESPN NFL Prime Time	Konami	Sports		
Grand Theft Auto III	Rockstar	Action		
Minigolf Maniacs	Sierra	Sports		
MS Gundam Zeonic Front	Bandai	Strategy		
The Mummy Returns	Universal	Action		
NFL 2K2	Sega	Sports		
NFL Blitz 20-02	Midway	Sports		
Snaun Palmer Snowboarder	Activision	X-Sports		
SOCOM U.S. Navy SEALs	Sony CEA	Action		
Wave Rally	Eidos	Racing		
Future Releases				
Age of Empires II	Konami	Strategy		
Aliens Colonial Marines	Fox Int	Action		
B ood Omen 2	Eidos	Adv.		
Crash Band'coot TWoC	TBA	Action		
Dead to Rights	Namco	Action		
Devil May Cry	Capcom	Adv.		
Dragon Wars of M&M	3D0	Action		
Driven	bam!	Racing		
Duke Nukem. D-Day	Rockstar	Adv.		
ESPN Nat's Hockey Night	Konami	Sports		
Final Fantasy X	Square EA	RPG		
Frogger The Great Quest	Konami	Actron		
Grtaroo-man	Koei	Action		
Herdy Gerdy	Eidos	Adv		
Hot Shots Golf 3	Sony CEA	Sports		
Jak and Daxter TPL	Sony CEA	Action		
James Bond 007 in .AUF	EA Games	FPS		
Kessen II	TBA	Strategy		
Legend of Alon D'ar	TBA	RPG		
Legion Legend of Excalibur	M dway	Strategy		
The Lost	Crave	Adv		
Metal Gear Solid 2: Sol.	Konamı	Adv		
NBA 2K2	Sega	Sports		
NBA ShootOut 2002	Sony CEA	Sports		

Madden NFL 2002

Improvements, additions and football, too!

Last year, looking into the eyes of a player in Madden NFL 2001 for PS2 was somewhat hypnotizing. Or scary. Or both The faces all looked the same stretched out, surreal and spooky With new face technology, EA Sports has remedied that minor flaw. The bodies, too, have undergone great improvements instead of defensive backs all sharing the same shell, you'll see differentiation for each individual player. Studs like Minnesota's Dante Culpepper (the Madden cover boy) have height and size on their side, while squirrely, compact QBs such as Doug Flutie look more wiry and less sculpted

As far as gameplay is concerned, Madden 2002 feels much like Madden 2001, only with a nice injection of speed. Whereas last year's game felt sluggish for an NFL title, the hard hits and hyper pace return in this incarnation. Also, Madden 2002's new kicking meter takes a little bit of getting used to, but it does make the kicking game a lot more interesting

The newest version of PS2 Madden, due out this September, also borrows one of the coolest parts of the PS one version by bringing over the Two-Minute Drill. Here, you have the choice to either try to score as often as you can in a two-minute span on offense or take on a defensive unit and try to shut down the opposition. Very fun, and perfect for a gaming party Within the Drill, you can earn points to use toward the new Create-A-Team feature, which allows you to put together customized uniforms, helmets and stadiums. Very nice. Speaking of building a team, if you play through a year of the Franchise Mode, you can saddle up as the soon to-join-the-NFL Houston Texans, taking part in the expansion draft and everything. Fantastic

Madden veterans should also notice the slew of new animations, and the latest set of Madden Cards features new players, new designs and NFL cheerleaders (though we're not yet sure what the cheerleader cards do for you). Actual coaches wander the sidelines, and the new Coaches Corner feature gives you the X's and O's of football as well as new camera angles even from inside the helmet









Thunderstrike Op Proenix Fidos

















When it comes to presentation, Madden is the king of the hill. The attention to facial detail for the players serves as a perfect example. Last year, Oakland Raiders wideout Tim Brown's face looked flat and stretched out, not to mention that his eyes were mostly pupil. This year, he looks like Tim Brown, especially with his trademark mouthplece. Now we just have to see if the sped-up gameptay can rival the stellar enhancements to the graphics.





F1 2002

Living in America, it's hard to be an F1 expert. This is a NASCAR country. But speed is speed, and EA Sports' F1 2002 promises as much velocity and strategy as it does glut and gamour You'll find all the tracks and drivers from the most recent F1 season, including racers Juan-Pablo Montoya (is this the guy from The Princess Bride') and Kimir Ra konnen. You also get mid-race updates from the pit crew on the driver radio. The checkered flag flies this fall.





NBA 2K2

For those who have had to suffer through suppar PS2 sim-hoops, Sega Sports gives us cause to rejoice his fall 'Re, basketball afficiendados, NBA 2K2 is storm go not the PS2, ready to go non-eon-one with EA's NBA Live. For gamers who never played it on Dreamcast, the NBA 2K series aunked on, dribbled through and outperformed any roundball game on any system last year. In other words, it was the best of 2000—and you can expect more of the same on PS2.







TimeSplitters 2

Eidos still hasn't released any screenshots (not even a release date) of the seque, to the PS2 first person shooter to buy last year, but a few of developer Free Radical's next effort (the guys also respons ble for N64 masterpieces GoldenEye 007 and Perfect Dark, if you don't remember] have leaked onto the Web. So what's to be expected of it? The team recently promised us improved A (including unique personality types), a better Story mode and-get this-90 characters!



Arctic Thunder

OK, so you're having a nice, friendly snowmobile race when-banglan atomic snowball hits you in the back of the head. So, surely you retaliate with a happy little proximity missile of your own. Or a punch to the throat if you're close enough to your competitor. Such is the spirit of Arctic Thunder Midway's latest arcade-to-console racer, due this fall. There are 12 tracks, 15 characters, and plenty of tricks to execute so you can earn points to gain cash and upgrade your ride

Spy Hunter

More than meets the eve

Sure, ATV Offroad Fury may have been the first PS2 game to feature ATVs-but Spy Hunter is the first that'll really bring you a true "al.terrain vehicle " In your G-6155 Interceptor spy car, you can chase down NOSTRA agents (and escape them) through the streets of Venice, the desert sands of the Middle East, even the swamps of Flonda and more, through a total of seven worldwide locations. It's all a matter of morphing your vehicle into a car, a boat, a watercraft or a motorcycle, based on the appropriate situation. And if maneuvering a veritable Transformer isn't enough for you, don't forget that it comes armed to the teeth with high-powered weapons-not to mention the ability to go really, really fast. You'll need all of that speed, though, in order to stand a chance of succeeding in the game's 14 time-based missions, each consisting of as many as seven unique objectives

Those of you around for gaming's Golden Age no doubt remember the original Spy Hunter when it tore up arcades in 1983, still thrilling gamers with ports to various consoles as late as 1987 on NES But despite a couple of forgettable sequels [Spy Hunter II in arcades and Super Spy Hunter on Super NES], Midway seems to be on the right track in relaunching the series, providing a sould mix of nostalgia and contemporary gameplay. Well, see for sure how well, it works when the game ships this September













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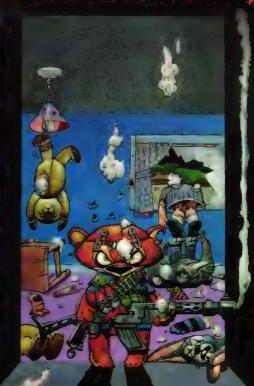


Stalk & destroy Viggo's goons with over 20 weapons!

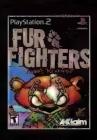


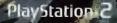
Go head-to-head in 15 multi-player Fluffmatches!



















Casper: Spirit Dimensions

H story's friendliest ghost is preparing to haunt the PS2. Spirit Dimensions, due out courtesy of TDK Mediactive, places Casper in a series of four fully free roaming worlds. Though his flying ablity (missing from the most recent PS one game) invites comparisons to flight sims or flying shooters (think Descent), the whimsical environments and cartoonish enemies retain the atmosphere of the classic toon. Kids, watch for this one in October-just in time for Halloween.





Drakan II

The or ginal Drakan was moderately successful when Psygnosis released it for the PC, but Sony CEA's fall seque, for PS2 looks cons derably more impressive. Ignoring all the sci-fi guff of most recent games, Drakan II takes us back to the compulsory beard-wearing activities that we used to expect from action/adventures with RPG aspirations. There are dragons. There are magic spells. There are ladies in tight outfits and lots of big swords.

Thunderstrike: **Operation Phoenix**

Technologically advanced choppers that dogfight

Don't be alarmed by the relatively basic plot of Thunderstrike-Operation Phoenix—you know, your typical terrorists are terrorizing so go and stop them, etc. This Eidos release is all about serious doglighting in your free-marning, Gun. Ship technology-toting chapper Through seven campaigns of three to six missions each, you ll challenge defective and unstable governments with the most advanced weapons known to man, including sniper guns and guided missiles. Use nightly sion to biast away in the darkness, and, if things get too hairy, you can call for backup in the form of infantry ground assault, tank battations and other air units. Upgrade your chopper to include shockwave bombs, hellfire missiles, satellite support and much more by taking such weapons and technology from the enemy. An Arcade mode also exists to satisfy those not necessarily wanting to invest the time in a series of campaigns, and multiplayer Deathmatches only add to the fun. Operation Phoenix rises this September











Heritage

Fans of chopper combat likely know that Operation Phoenix isn't the first Thunderstrike game. In fact, it's the third. The series began as 1993's AH-3 Thunderstrike on Sega CD, with Thunderstrike 2 hitting PlayStation two years later. Core designed both games, though JVC and U.S. Gold, respective

ly, released

them.

WHO WANTS TO BE A

sit-at-home contestant who faces mind bending questions, orders in Chinese food and then, while taking a bathroom break to ponder the advantages of certain lifelines over others, realizes that you could always just push pause and look up the answer on the Internet, but knows that because you're at home, there's no need to worry about making a fool of yourself on national TV and besides, just like on the actual show, you really don't stand a chance of ever becoming a

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Deus Ex

Warren Spector's fabulous sci-fi RPG/first-person shooter finally comes to a system where more than 12 people will actually buy it [While the PC game was critically acclaimed, it failed to sell] A dark, broading story that takes in just about every conspiracy theory you can think of underpins the action, while the gameplay is designed to really make you think about the consequences of your decisions. Violent behavior begets votent responses Eidos releases Deus Ex this fall.



Downforce

With all of the Formula 1 games out there these days, Titus is taking a slightly different approach for Downforce Instead of offering a real istic take on F1 this Smart Dog developed title opts for a pure arcade fee. Since your races take place in the near future and are run by former F1 drivers who have grown bored with the sport, your 27 cars come designed for even greater speed-which can result in some spectacular crashes. Downforce speeds your way this November

Devil May Cry

One of E3's biggest highlights

Sure, we've played the Japanese demo of Devil May Cry available with Code-Veronica X. But it wasn't unt I Shinji Mixami h mseif presented it at Sony's E3 press conference that we fully realized what a hit Capcom will have on its hands when DMC hits shelves this fall. We've said it before, and we'll say it again: That dual-gun/sword combo is bad ass. And the look and style of the game aren't so bad, either.





















Silent Scope 2: Dark Silhouette

Fulfilling all of your sniping needs

If you've been to the arcade lately, there's only one game you should be dumping your quarters into Silent Scope 2. That is, unless you've spent all your quarters on a PSz in that case, you're in luck! Or at least you will be this fall when the seque, to Konamis single extravaganza his the system.

At first glance, Sient Scope 2 is more of the same. But once you jump in, the improvements become obvous, both graphically and regarding gameplay with the use of the new Thermal Vision and X-Ray Scopes. Plus—and this is a big plus—a sweet two player mode now exists, as you can play competitively or cooperatively via a PS2 network cable link.

The game's story starts you out in the United Kingdom as an anti-terrorist officer bying to disrupt a militant group that has planned an attack on an unsuspecting of y You'll go all, over the European countryside, insuring justice everywhere from London's Thames River to a snowy Swiss mountain range











Gun Fun?

Even though Konami avoided compatibility with any sort of gun for the first Silent Scope, the company might just make it possible to use a special one for the sequel. Called a "mousegun," it's a track-ball that fits in your hand and has a trigger, but lacks a barrel. Sounds silly, but if it means we don't have to rely on the Dual Shock 2 to gun down terrorists in Silent Scope 2, we're happy.





ESPN International Winter Sports 2002

Last year, our office was enchanted with Konami's ESPN Track & Field effort. This fall we expect more four-way excitement from the winter version. The events are as diverse as the first ESPN Olympic game, including downhill and mogul skiing, speed skating, bobsled ding, snowboarding, ski jumping, figure skating and curring. Yes, curling. Take one of eight countries and go for gold, USA! USA!





Pirates of Skull Cove

Avast ye mateyi" Yeah, we really don't know what that means either, but anyone who slever found themselves enthralled by the swashbucklers who stereotypically said such things might want to shiver their timbers to Pirates of Skull, Cove from EA Games. As pirate captain Katarina de Leon, secure your booty by taking part in ship-toship combat cannons and the whole works all while traversing five large worlds. You can even swordfight! PoSC sets sail this winter

Supercar Street Challenge

Fully customizable for your racing pleasure

By pushing Supercar Street Challenge back to September, it seems as though Activision has real zed that releasing a racing game during mid-summer—going up directly with Gran Turismo 3—is marketing suicide. Still, SSC does feature enough unique qualities to convincingly separate itself from Sony's blockbuster in a number of areas. Aside from taking a generally more arcadey approach. shortcuts and breakables [see sidebar] abound—SSC could feature the most customizable car building a console has seen. After you've used your initial concept car to win a few races (all to a techno beat), it's time to modify. As you adjust the took of your car-its color, accessories, shape and more-you can actually view the process on screen. You I, even change its physics. "You actually control the destiny of how your car drives by plugging in the numbers," says executive producer for Activision, Chr's Archer. "Kind of RPG style. How you build your car affects handling, coefficient of drag, mass, things like that."









Smash It Up! Smash It Up!

Contributing greatly to Supercar Street Challenge's overall arcade charm is the way you can break through just about anything with one of your 11 licensed concept cars. "There are breakables in almost every level [of SSC's 14]," says Chris Archer. "Most of the polls and anything on the sidewalk. The newsstands, the trashcans. We wanted to have some sort of detriment to driving poorly."





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- FLY AT HIGH SPEED THROUGH A MAZE OF BUILDINGS, HI-TENSION ELECTRICAL WIRES AND OTHER DEADLY OBSTACLES AS YOU ASSIST THE POLICE IN THE CAPTURE OF HIGH SPEED FELONS ON THE RUN.













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Evil Twin

The boogeyman's under your bed

When we first heard about Evi. Twin, we were less than ecstatic After all, the main character is named Cyprien, and his powerful alter ego is named Super Cypr en. So much for creative naming But now that the release is nearer for Ubi Soft's latest adventure [September, to be exact] we've discovered that this game has depth and charm. You assume the role of the angry youth Cyprien. whose birthday coincides with the anniversary of his parents' death Snap of the fingers and-tada!-you're in a parallel universe named Undabed, where you must confront your most evil demons. Some enemies assume the form of your friends, only they're represented by their most despicable faults. Pretty interesting stuff Evil Twin takes you through eight worlds consisting of 76 levels, with over 100 enemies in the dark style of a Tim Burton flick. Now we can't wait







Maximo: Ghosts to Glory

A knight in shining boxers

Although Capcom quickly points out that Max mo is an homage to its Ghosts 'N Goblins line of games and not a new sequel, for all intents and purposes it serves as a new 3D installment to the series. As in the previous games, you control a knight who battles legions of undead creatures while cracking open treasure chests for power ups. You also encounter several familiar Ghosts, N Gobt his weapons and trademark elements, like enemies rising from their coffins. But if that isn't enough to tie this game to the older ones, even the music (handled by Tommy Talianco) features a variant on the classic series' theme song. And neck, your character also sheds his armor, exposing his heart, printed boxers, if he takes enough damage. His name just happens to be Maximo, not Prince Arthur

But the most important thing still holds true, as we experienced at E3: Maximo is tons of fun Featuring great old-school platform gameplay, it's one of those titles that just about anyone can have a good time with. And that was Capcom's main goal the company states that the emphasis was on a return to the classic thinking in game design. The intent was to create a game that's all about fun," informs Capcom's Todd Thorson, And this, it appears, has been accomplished Look for it in November















Kick Some Rusty Metal Butt!



RATING PENDING SOTE
by Band
linenes

the TV series or implement your own battle strategies to create whole

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Legends of Wrestling

Wow. Seldom have we been overwhelmed by such a feeling of gradeschool nostalg a as we were after hearing the roster for Acclaim's newest wrestling title: Jake "The Snake" Roberts, George "The Animal' Steele and Jaww, yeah Jimmy 'Superfly' Shuka, plus 27 more! There's even commentary and "career gu dance" by Bobby "The Brain" Heenan and Captain Lou Albano! Could we finally see the video game debut of the Iron Sheix? Find out in November





Kinetica

When Sony CEA was looking to develop a new racing title, they ignored a few racing conventions--like gray ty, Kinetica puts players in control of characters sporting unique magnetic racing suits, allowng them to race up and down the sides of buildings and even ups de-down. Adjusting to the ever-shifting orientation is half the challenge, the other half is executing tricks for a brief turbo boost and hunting down moving turbo pads. Watch for it in November

Barbarian

A different kind of fighting game

To call Barbar an a "3D fighting game" might not be the best choice of words, appropriate as they may be. After all, while your primary objective as one of 11 medieval/fantasy-themed characters is indeed to beat an opponent to submission, there's more to it than usual. This is no Tekken or Virtua Fighter For one thing, in addition to your targeted opponent, the arenas-the vast, huge arenas-feature Al-controlled thugs after both of you Actually, "both" might not always be the case, since up to four fighters can battle one another. Throw in as many as four Al thugs, and you might see eight characters batting on screen. Of course, ail combatants come equipped with unique weapons usually indicative of their kind (an ax for the warrior Dagan, a rock for the brutish No. 21, bare hands for Marduk the giant, etc.), in addition to their ability to use anything they pick up from the ground as a weapon (see sidebar)

But the coolest part? In addition to its fighting-game roots, Barbarian also sports some serious RPG elements. It might not seem like such a good idea to waste your time battling thugs, for instance, when there's an opponent on your hide, but then consider the fact that for each one you take down, you earn some valuable experience points. The more you fight, the more powerful your warrior becomes. You can even save your attributes on a memory card and play on a friend's PS2 Titus releases Barbarian this fall









Pick It Up

One of the more intriguing things about Barbarian is the fact that you can pick up anything lying throughout the arena and use it as a weapon. And we do mean anything. See the carcass of a dead dragon lying around? Then pick up his bones, and flail them around with the greatest of ease. And that pillar doesn't need to be there, does it? Might as well lift it (it's only five times your size, after all) and cause some major damage. Some really fun stuff.



Complex Magazine
From for fall 2001 Published by Marc Eckö
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Tenchu 3

Taking place after the original Tenchu left off (Tenchu 2 was a prequel), this third installment stars Rikimaru and Ayame in another adventure featuring the classic gameplay we've come to expect, this time created by a new developer. An early demo of the game showed nicely detailed characters and environments, and demonstrated some of the weaponry and attacks. Still, Tenchu 3 is a long ways off (don't expect Activision to release it until sometime next year)



Salt Lake 2002

The Olympic Winter Games are so much cooler than the summer ones. There's more speed, more excitement, more creativity-and a lot less running, which is nice. With Eidos' latest Olympic effort, due in November, you'll get to take part in six different events. Ski in four of them-the men's downh.ll, ladies' slalom, women's freestyle aerials and men's K120 jumping-or sit behind the men's two man bobsled, and hit the slopes in the men's snowboard slalom

Monster Rancher 3

Breed, train and battle to be the best monster trainer

Just one grance at Mocchi frolicking about in full cel-shaded glory should be enough to melt the hearts of even the most jaded gamers. That little quy is just so adorable, the way he skips through life, full of joy and vitality. But train him correctly, and you might end up with a ferocious warrior set to battle his way through the Monster Rancher arenas, headbutting and rolling through various tourneys-and in the process catapulting you to the upper echelons of monster trainers

Of course, Mocchi isn't the only character available in this latest chapter of Tecmo's innovative monster breeding/fighting/life sim, due out late summer. Other favorites return, like the selfish, cyclopean Suezo and that rocky powerhouse Golem. Plus, there's a whole host of other monsters that you can spawn from both CDs and DVDs. Simply insert your favorite music disc, game, DVD movie or any other CD or DVD-ROM, and-voitá-a wholly unique creature emerges based on the data on that disc. You'll then spend plenty of time training your creation (and enjoying the cutesy cutscenes that accompany its workout), all in preparation for the big battles to follow. And with the new PictureParadise support [see sidebar below), you can even import your own ugly mug into the game!



















Picture-Perfect Monsters

Notice anything interesting in these screenshots? Like the fact that everyone's favorite OPM editor [in his own mind, anyway -Ed.] is prominently featured? Thanks to Sony's new PictureParadise technology, MR3 will be the first PS2 title to include the option of importing digital pictures into your game. All you need to do is connect a Sony digital camera (or digital pics stored on a Sony Memory Stick) to the USB port. In this case, Tecmo opted to go with "masks" worn by the monsters, rather than mapping the pics onto Mocchi & Co., but future games will surely use PictureParadise in other innovative ways.

Prepare To Trip The Elastic Fantastic

STRETCH ANIC



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PlayStation 2













Wave Rally

Last month, we showed you infogrames' promising watercraft game Splashdown-but Eides sn't going to let that one hit the scene without some competition. Developed by Opus Corp., Wave Ratly gives the PS2 something that Splashdown can t. actual Jet Skis-the kind made and trademarked by Kawasaki. And you can use them in envi ronments ranging from Venetian canals to the fjords of Norway, with some great water effects throughout. Wave Rally hits stores this fall



Rainbow Six: Roque Spear

Tom Clancy's acctaimed series of realistic, strategic combat is headed to the PlayStation 2 this fall with the help of Red Storm's new owners, Ubi Soft. And that's a good thing. When we reviewed the PS one version (Issue 45, for those of you just joining us), we found the graphics greatly detracted from what should have been an interest ing game. But don't be footed into thinking this is an action shooter-Rainbow Six has always been about strategy over all-out assault

Metal Gear Solid 2: Sons of Liberty

Kojima's opus edges closer to completion

It's hard to top the debut of the first Metal Gear Solid 2 trailer at last year's E3 for sheer emotional mpact—but this year's trailer, running like clockwork in Konami's booth, sure came close. Of course, we'd all actually gotten hands-on time with the game, so we were better prepared for the visual feast What we weren't as well prepared for were the hints of the intricate, convoluted story. The trailer left us with a tantalizing glimpse of a huge, sweeping plot chock-full of twists and surprises. A few highlights

· Revolver Ocelot is back, with a new right hand. Unfortunately, the hand seems to be possessed by the spirit of Ligu d Snake. • A new female character named Fortune makes a stunning appearance under the weight of an enormous electrical rifle, which destroys nearly everything in its path, exploding crates and bits of walls, floor and ceilings, and knocking over a two-ton forkult. Apparently, her fortune is such that builets don't ever seem to hit her Ouch . Metal Gear Ray, the new mech designed to combat the proliferation of Metal Gear Rex models across the world (since Ocelot sold Rex's plans on the black market) is really, really bad-ass. It moves like a mechanical cross between a snake and a scorpi on . Ninja's bloody trail of bodies" M.O. from MGS has been adopted by another stealth-cloaked, knife-wielding lunatic. • Oh, and there's a new Ninja in town-obviously not the same one, though they appear to use the same tailor . George Sears, president of the U.S. during the Shadow Moses operation, is also known by another name. Solidus Snake As one guard eloquently put it "I

Who does Solid Snake actually work for? Is he working for or against the government? Is there another Snake out there somewhere? is Meryl really involved somehow? What is the Russians' role? The answer to these-and many more-questions will be found when the game releases this winter











Give the Guy a Hand

We get a clue to the origin of Revolver Ocelot's new hand (fans will remember that Gray Fox amputated the old one in MGS) in the trailer, when at one point he begins clutching at it and screaming in pain. When this subsides, Ocelot says-in a very different voice-"It's been a long time...brother." Snake asks, "Who are you?" to which Ocelot replies, "You know who I am." Snake gasps. "Liquid?"















Bloodlust This cheery fellow on the left is not identified in the trailer at all, but we do see him descending on a group of guards in a spinning whirlwind of death, leaving a trail of bodies and blood behind. The camera cuts to a close-up, and the guy grins, slashes another throat, and stands there, as if taunting Snake to take him on. It's seriously creepy, and we can't help wondering if maybe we might have seen this guy before. Does he look familiar to you...?





Trophy Bass

This September, fishing fans can cozy up with Trophy Bass and find warm comfort in the expert musings of Hall of Famer Denny Brauer by the way, just which "hall of fame" does Brauer hail from? Slerra threw that tidbit onto the game's press release, and white we have no reason to doubt Brauer's greatness, we can't help but wonder which hall he's immortalized in Could it be the Rock in Roll Hall? The Baseball Hall? If anyone knows, be sure to send us an e-mail!





FIFA 2002

This **fall**, round up seven of your closest friends for some serious footie lithat's soccer to us American folkl. **EA Sports** FIFA 2002 heads your way in this year's new-and-improved edition. Not much has changed in the way of game modes, but the new injury-fatigue system lets you know how your players are faring, while new informational hotsheets provide the details on your upcoming opponents. Also promising new tackling and passing systems offer more depth.





Gallop Racer 2001

So what was Tecmo's big surprise announcement at E3? A new Dead or Alive for PS2? The return of Tecmo Bowl? Neigh (get it-neigh... nay...man, that's funny!], none of the above, Instead, we get Gauge Racer 2001, due out this August Unlike its PS one predecessor, the 2001 version includes a gambling feature allowing you to wager on races. You can also build up a stable, breed and upgrade your norses each of which consists of a whopping 40,000 polygons





ESPN NFL Prime Time 2002

We were expecting Prime Time to hit during the preseason, but we won't complain that **Konami** now plans to release it this **October** as long as that makes it good, that is. As far as we can tell, the high point lies in its ESPNness, which means commentary by Chris Berman and Tom Jackson. You II also have a play editor, so you can create a playbook you feel completely at home with. We'll throw more info your way when we get it. Until then, keep watching SportsCenter

Shadow Man: 2econd Coming

Promising game, 2tupid name

Though the first PlayStation Shadow Man game left guite a lot to be desired in the graphics department, the story—and especially the compelling voice work—drew plenty of players into the dark, Creole-Gothic world of Mike LeRoi. Now, the PlayStation 2 has come along to save the day graphically, leaving the developers at Acclaim's Teeside Studios free to design lush, detailed environments. Further enhancing the ambience are a realistic day/night cycle and a variety of dynamic weather effects. Few story details have been released beyond the basic framework (a race of demons called the Grigori are attempting to bring about the destruction of humanity) and the fact that the plot features a surprise ending. But if the previous game is any guide, you can expect plenty of twists and turns along the way, with loads of chilling, motion-captured cinematic sequences and plenty of adult dialogue. And the game should be big. Acclaim promises 50 hours of adventure gameplay. See for yourself in August













SOCOM: Navy SEALs

Ultra-realistic combat-online

One of the surprises at this year's E3 was the unveiling of **Sony CEA**'s game of strategic, action-based combat. Developed with the help of actual members of the U.S. Naval Special Warfare dission (who assisted in both consulting and motion-capture, and are featured in background interviews included on the DVDI, SOCOM strives to be a gruelling, realistic depiction of actual missions undertaken by the Nayy SEALs, the elite of the let off our country's special forces.

How real stic, you ask? Well, the game was developed by **Zipper Interactive**, made up of former members of the defense industry. Their previous efforts were a bit less lighthearted than this console title. Members of the group were responsible for the development of S mNet, an online project used by NATO and the U.S. Armed Forces for full-scale simulation of war. Yow

Don't expect SOCOM to be too real stic, however. The team admits that some realism was compromised for the sake of the enginement factor, you won't have to worny about friendly fire, say. But neverthedess, this looks to be one of the most lifelike simulations we've seen. You won't find med kits or other health anywhere in the levers, for example—and any weapons or amma you aidn't bring with you on your mission with have to be pillaged off the dead bodies of opponents. Steath is of the essence, since a single well-placed builet wound can end your career. To this end, you also need to use every shred of available cover, from ground log to high grass—which sways realist caily as you move through I, poss bifly yon graway your poston to your finghteningly observant nermies.

You'll face a wide variety of objectives Innoughout SOCOM's 17 missions, from hostage rescue to demolition, in four diverse locations. But you do have the help of a team of three other SEALs, whom you command via an initiality on-the-fly menu system that can be manipulated with get this voice commands fa USB headset mic witl most tikely be included in the package! Also included online play for up to 16 people, since Sony receives the game in November alongside it is network adaption.











Frequency

Sony CEA debuted this music-memory game at £3. Set up in a Tempest like tube, players hit buttons in time to music, BeMan style, trying to "lock in" a specific track (drums, bass, synths, etc.) before moving onto the next, eventually building complete songs by ucensed artists Like the Crystal Method or Dub Pistols. You can compete online when the game debuts in **November**, or build your own compositions with friends across the globe in Remix Mode





NHL 2002

This fall, the greatest addition to **EA Sports**' latest NHL series is a no-brainer: the addition of superstar/owner Mario Lem eux. A.so now for this season are NHL Cards Imuch I ke Madden Cards for footba.l). If you reach milestones on the ice—score a hat trick, for instance—you get cards that improve players' skills or give you cheats. Meanwhile, the framerate issue that plagued last year's NHL game has been remedied, along with an improved emotion meter.

PS2 PREVIEWS





Dynasty Warriors 3

One of the biggest critic sms of Dynasty Warriors 2, Kaei's ambitious title from last year that placed you as one sold er on a battlefield of thousands in the Three Kingdoms era of China, was that it lacked any sort of multiplayer mode. Such is not the case for the sequel, in which two players can battle either against each other or side by side. And you probably wanted elephants to trample down opponents n addition to horses, right? You've got it all this December



Antz Racing

Empire Interactive is preparing to unleash a horde of bugs on an unsuspecting populace early next year. Though the game takes the familiar route of translating characters from hit licenses into kart racers, the ultraimin ature scale of this one should make for some interesting additions. Contestants pilot vehicles made from sardine tins, soda cans and the like, also having to watch out for lethal hazards, like jam. You know, the stuff you put on bread. It's sticky

NCAA Football 2002

Not just Madden: The College Edition (but close)

If you were hoping for **EA Sports** if rst foray into PS2 college football to differ drastically from what we've already seen in Madden NFL 2001 (and really, why would you?), then you might as well keep play ing your GameBreaker Still, while this August release maintains the same basic look and gameplay of developer Tiburon's PS2 Madden games, a number of things exist solely within NCAA 2002 to make it its own game. For starters, voicework comes courtesy of commentators Brad Nessler, Lee Corso and Kirk Herbstreit, the latter two picking—and often disagreeing about—who they favor at the beginning of the game, just as they do every week on ESPN's College GameDay Also contributing to the college feet, authentic stadiums for the 144 teams (117 Division 1-A, 27 1-AA) are accurate down to the placement of both the visiting and home bands, who proceed to play the team's fight song whenever they score Decal-happy schools like Ohio State and Northwestern even decorate their players' helmets after good plays throughout the season. Further, the recruiting of high schoolers in Dynasty Mode gets down to such specifics as hometown, 40 yard dash time and even GPA-which helps indicate their awareness on the field. The game also features the Campus Challenge, its own version of Madden Cards











Get Your Kicks

The kick meter for NCAA Football 2002 (also new to Madden NFL 2002), might catch you off-guard at first, but it's really quite simple to use. Move the arrow to control direction and arch. Hit X to start the meter from the bottom. Hit X again once it's deep within the red area-the farther into the red area, the longer your distance. The meter then heads back down to yellow; hit X here for accuracy.

NFL 2K2

Let the competition begin

The football wars heat up this **fall**. Not between the Raviens and the Titlans or the Broncos and the Raiders. We're talking about between **Sea Sports** and EA Sports. Their football games are going to go head-to-head, and we couldn't be more excited. Competition The American Dream is awe and well.

So, what can PS2 owners expect from NF_ 2K2? First of all, the game is fast—faster than last year's Madden, And, while this speed provides for a natural arradey feet, the game still manages to give you a complete simulation experience. Much of this can be seen in the passing game, which relies much more on timing in the passing game than Madden does. Quarterbacks feather the boal between defense beacks, or they can roll out and hit a receiver cutting into the open field. Also, QBs often act like their real. If equilibrium for the part of the part of the passing against Kordell Stewart, for example, expect him to beat you with his legs and not his arm. On the other hand, don't look for a Kurt Warner to do anything but throw. But when handoffs do occur, you'll notice an explosive running game in which holes open up as fast as they close. And no matter what action you take, a multitude of animations—spin moves, stiff-arms, getting haused down by the collar and more—always keeps things looking nice.







USHRA Monster Jam

The United States Hot Rod Association is working with **Ubi Soft** on a game featuring monster truck superstars like Grave Digger, Reptoid Wild Thang and Wolverine, plus 21 other licensed trucks. The game takes the outlandish world of monster trucks to new neights, equiping the motorized beasts with weapons and setting matches in eight driverse places like a Las Vegas casino and a Mayan temple. The action hits stores in the **fourth quarter** of this year.





Minigolf Maniacs

Since Hot Shots Golf dropped its minigof mode, a sad yearning has been felt in the hearts of PlayStation got flans. Enter Minigotf Maniacs from Sierra, due out in October. As one of 11 playable characters, you (with up to timee friends) get a chance to put if up in one of seven game modes through four crazy, nime-hole courses rife with hazards, Like ball-eating flowers, fire-breathing dragons, and other "scenery" that comes alive to hinder your shot.







Jeremy McGrath's Supercross World

Jeremy McGrath has something to prove. After years of dominance as Supercross champion, he land everyone elsel was crushed by Rickly Carmichael in the 20d1 circuit. So can the Acclaim-produced game he endorses actually be good now that it's on PS2º Will the 25 huge tracks, in-depth customization and new stunt system be enough to topole the MX 2002 so ult there? Well know in November





Police 911

Konami's arcade shooter Potice 911 comes to us this November, boasting technology never before seen in the home. Fans of the arcade version (portrayed in these screens, the PS2 version should look similar, know that the game uses motion sensors to determine the player's location, allowing would be cops to dodge benind objects by physically crouching or moving aside. When the game hits the PS2, I will come out with a small USB camera allowing for the same effect,

Dave Mirra Freestyle BMX 2

Gotta beat the best to be the best

Based on what we know so far about Acctaims Dave Mirra BMX on PS2, It appears that the company has found a perfect angle instead of the originals, where the good was to complete a myriad of tasks on your blue, now you can create your own biser, win your own sponsors and ultimately attempt to unseat Mirra as the top pedaller in the land in the previous garnes, there wasn't an uit mate goal except for finishing and wearing a Stilm-Jim T sint because that was your sponsors. Now, your evol to be the best

Of course, 17 p.ayable pro bikers appear in the game, inc.,uding Mirra, the 10 time World Champion And you. I be privy to the 1,500 tricks with the modifier system still in place. The 11 eves, range from Highway 47, to a train yard, to Devil's Peak in the Commercial District Moving cars, trucks, trains, construction equipment and other dangers impede you all the while. The game a.so includes a nity. Create-A-Park mode and to different multiplayer games. Look to take Mirra's championship in August











Miracle Boy

When we tell you that Dave Mirra is an 11-time X Games gold medalist, you should know that's more than any other X Gamer. And he's only 27 years old. Last summer, Mirra pulled off (for the second time!) his world-record double back flip. He's the only biker to ever complete the feat in competition. It's no wonder he was nick-named Miracle Boy. Mirra was born in Syracuse, NY and now makes his home down South in Greenville, NC.

Jurassic Park: Survival

An all-new story for an all-new game

Jurasus Park It might well, be one of the summer's most anticipated films, but if you're expecting this November's licensed game from Universal to follow the move is plot, forget about it. Jurasus Park Survival represents an entirely new story only based on Michael Cincition's world (well, isaand or two actually) of cloned dinosaurs who prance around the 21st century as though it were 65 mill on years ago. As David Vaughn, a researcher visor in a dino-infested stand, things get harry when Biosy attempts a hostile takeover After your punge over a mighty waterfall in your escape attempt, the evil corporation presumes you to be dead. You're not, of course—but with imitted supplies, not to mention a forest full of rungry dinosaurs and gun-tot ng Biosyn agents, you could very well be soon.

Though the word Survival in the game is title—and maybe even a quick look at the screens—might ead you to think of the game as survival horror, it actually places more of an emphasis on action though surviving is certainly your main goal. (An obvious compar son it is more tike the seque, to Dino Crisis than the original.) As de from standard running around, you'll also find yourself cruising atop an ATV and solving puzzles, some of which actually require using the dinosaurs to help you out.

















Maelstrom

Prepare for a new kind of first-person shooter. Or a new kind of space-combat sim. Depends on how you look at it, really, since this space to this property for the state of the state of play. You begin the game as a space pirate piloting a small, nimble doghight no craft [think Colony Wars], but you can gain entry to much larger craft, whereupon the game switches over to a first-person shooter. Expect to hear more about this intriguing title before its holiday resease.





Hype: The Time Quest

Remember those Ptaymobil playsets you had as a kid? That rich mine of nostatgia has been tapped by **Ubi Soft**, in a game set for release this **winter** Focusing on Ptaymobils popular med eval theme, the game puts you in the role of Hype, banished to the past by an ey I sorcerer, who now must travel through 14, 3D worlds to rejoin the present Interacting with 80 Playmobil, characters along the way, he has only a sword, crossbow and arsenal of spells to aid him.





ESPN National Hockey Night 2002

For now, we know I the about Konami's latest venture into the NHL. but we're hoping it strays away from last year's sad effort. We know that Chicago Blackhawks winger Tony Amonte will be on the cover, and ESPN's Bill Clement and Gary Thorne will provide the play by play banter. Besides that, the game features over 800 mo-cap an mations and a Create-A-Player option. Once we find more on this fall release, well update you. Until then, enjoy the offseason





Airblade

Criterion Software, developer of the Dreamcast hoverboard game Trickstyle, is preparing a follow-up for the PS2, due out in Europe this fall. Though Sony CEA has yet to confirm a U.S. release, the fact that Sony Europe is publishing it overseas makes it a safe bet. The game takes extreme sports years into the future, allowing players to trick their way through futuristic environments in a Tony Hawk-style mission mode-albeit with a more simplistic trick engine

Giants: Citizen Kabuto

Finally, a game with beer-guzzling aliens

The Island isn't an Island. Rather, it's a planetary formation consisting of 16 unique Islands—not to mention three intelligent races who don't exactly tike each other very much. In one corner, you've got the Sea Reapers, with their magical ab lities and adeptness for the sea. Then you have the Britishaccented Meccaryans, an alien race that, in addition to enjoying many a fine alcoholic beverage, has the advantage of technological superiority. Finally the giant, Kabuto, is a race and an army leven a citizen, if you will) unto himself, depending on his sheer size and brute strength to get the job done

You'll play as all of the three races throughout the storyline, taking on over 45 missions in the process. Gameplay takes the form of a first- or third-person action/adventure, including a great deal of variety such as racing and base-building missions. It all happens in a colorful world, as the creators at Digital Mayhem took great pains to deliver a game in the genre that wasn't overly dark and brooding, like many others. And being from the developer of the hilarious MDK2 Armageddon, Giants places a heavy emphasis on humor, illustrated most convincingly during the cutscenes between missions. We li see how things come together when Interplay releases it in August







Enhanced From the PC Version

The PC version of Giants never ranked on PC Data's monthly top 20 charts, but Interplay is making enhancements and changes to the PS2 version to make it more appealing to console gamers. Aside from better-looking character models (right), the PS2 version includes a simpler control scheme, new particle effects, a lesser emphasis on strategy in favor of action, and a better save system.





18 Wheeler: American Pro Trucker

Ten-four, good buddy!

If you've been to a sizeable ancade recently, chances are you've seen it a nugle sit down cabinet with an enormous, almost perfectly nonzonta, steering wheel—complete with ear-splitting horn. That's right, sonny, it is 18 Wheeler, Sega's newest occupational simulation, and it's coming to the PSZ occuracy of Acadim ins August

OK, so 18 Wheeler isn't any more of a simulation than Crazy Taxi, and the goal has just as tenuous a connection with reality. Your mession is to Travel cross-country, straight from New York to California, n a race aga not the clock—and other big ing drivers are Inghteningly eager to knock you. Off the road Along the way you'll make use of every shortcuty you can find functioning some that take you offroad, making for a very bouncy ridel, and try to earn more time by plowing through other appropriately marked whiches. You'll take on the role of one of the five available drivers leach with a different ing reflecting their personalities), and set out to conquer four different courses and six Crazy Box-style minigrames.

It's uncertain at this point whether Acclaim plans to add anything to the Dreamcast version (though it's unlikely), but you will be able to compete against another player in split-screen mode.

















Extreme-G 3

Acclaim's, e.r., acclaimed N64 racing series makes an appearance on the P52 in the **third quarter** of this year if you're not familiar with the series, suffice it to say this is one of the most insanely fast racers you'll ever come across. The P52 version sports enormous environments with dizzy ng sight distances, featuring nine tracks set in six diverse environments, from desert caryons, to deep forests, to futuristic cities. Strap yourselves in—it's going to be a wild nide



ESPN X Games Skateboarding

With Tony Hawk 3 on the way, it's going to be a battle for second piace in the PS2 skateboarding game wars. Komanis X Games Skateboarding features eight skaters including Bob Burnquist [THPS 1 & 2), Colin McKay, Chris Senn, Kerry Getz and others who we won't care to know anything about unless the game impresses us when it comes out in September Skate in San Fran, NYC, and L.A., or in fantasy levels like on the Itanic and in a museum.







Tribes 2

Tripes 2 has helped revolutionize first-person shooters on the PC with its 60 player arenas and var ety of vehicles. But in a surprise move, Sierra's hot game showed up at E3 running on six networked PS2s and as a result, also appeared in Sony's online plans. Though we've heard PS2 owners will not be able to compete against PC players, expect the games to be otherwise virtually identical, right down to the mouse/keyboard support. Watch for it this winter



Conflict Zone

Here's the neato twist in this real time military strategy game from Red Storm and Ubi Soft. Not only do you have to contend with your foe, but you also have to worry about how the public responds to your actions. As if staring down the muzzles of a squad of tanks isn't diffi cult enough, now you ve got a battalion of TV cameras recording your every move, with Johnny Q. Public casting a critical gaze upon you Get ready to face the court of public opinion this winter

Ephemeral Fantasia

Déjà vú all over again

Ever experience déjà vú? Don't worry, you'll have plenty of time to get used to that old familiar feeling when Konami releases Ephemera, Fantasia this summer. Set on Pandureu, a utopian island of peace, narmony and beauty, this RPG begins just days before a long-awarted royal wedding. You play the role of a traveling musician named Mouse who has been hired to perform at the event, but as you arrive at the palace you discover that the entire island has been locked in a five day time loop by an evil sorcerer named Zerphapolis. Now, with the help of your trusty talking guitar Pachimo (or is that a lute? We can't quite decide), you must help free the island from the spell so that the wedding goes on as planned

In true Groundhog Day fashion, you must learn about the people and places of Pandureu in order to enlist the aid of various characters, some of whom join your party least for one pass through the time loop. Some characters have no idea they relunder a spell, while others may be aware of the problem (as Mouse is) but may lack the skills or power to do anything about it. In short, you're Pandureu's only hope. It's up to you to wander the expansive stand, battle fantastic beasts in real time combat, and eventually defeat Zerphapolis and restore peace and harmony to the land. Good Lick











Lute Freaks?

Prior to Ephemeral Fantasia's release in Japan, Konami announced that the music-themed game would support their Guitar Freaks controller (available only in Japan). As it turned out, the controller was only used for a brief minigame that was, in effect, a six-song demo of Guitar Freaks-fun, but not exactly integral to the game. No word yet on whether the U.S version includes the minigame.

The Mummy Returns

But will another good-for-nothing game?

Last year, The Mummy on PS one perfectly fit into the stereotype of games based on movies. To put it buntly, it sucked. But we're will ng to give **Universal** nonther chance, now that The Mummy Returns, based on this summers blockbuster of a seque, seems to be taking things in a of iferent of rection.

Most immediately, you'll notice the choice to play as either Brendan Fraser's heroic character. Rick O'Connell, or the walk ng dead guy himself, Imhotep. Either way, your exploits in the game follow the mass and tribulations seen in the film. As Rick, your adventure involves (spoiler alert here, if you haven't seen the mov'el) saving your son Alex from Imhotep, eventually resuscritating your wife Evelyn, and then saving the world. As the mummy, you have magica, powers at your disposa, to use against Rick, Ardeth Bay and his Medjai, and more. In both cases, you must defeat pygmy mummies and face off against the Scorpion King in a climactic confrontation.

Even though we have yet to see the Scorpon King in action, our interest was plaued by the Universal researchative who showed us the geme at E3. "Our render of The Rock looks even better than what THO has in store for SmacxDown! 3," he boasted, Strong words. We'll see if they're true it is October.















NHL Hitz 20-02

Get your Hitz with hockey's "Blitz"

After EA Sports' Rock the R nk bombed on the PS one, it is obked like the death of extreme hockey ...uck) for puck fains, Middway's falving a chance, and its three-on-three [plus a goalle] is a riot. NHL Hitz 20-02 (we don't get the ryphen either! as fun and fiery escapade that includes the NHL L cense and pienty of unlockabe rinks (you can play on a glistening sheen of sand in the desert or inside a castle.) It also boasts the best fighting engine we've experienced in a nockey game. When brawling, you can block, throw a wild haymaker or a quick jab Even after getting knocked down you can get back up for more fisticuffs. The glows drop this fall.











Darkened Skye

For those of yourd sappointed by the lack of fruit-flavored candy in your action/RPGs of tate. Simon & Schuster aims to appease you with the release of Darkened Skye next year. Starring an intentionally realistically proportioned heroine, you must guide young Skye on a quest to terminate the demons who entered her world when she picked up the enigmatic Skittle that gave her the power of fire. She'u find more along the way, each with its own magic. We kid you not





NFL Quarterback Club 2002

It's been a long couple of years for Acclaim's QB Club That's because of a steady decline in quality while it struggled from the N64 to the Dreamcast. Now it's taking a run at the PS2, and with unlockable stud retirees like Elway, Marino and Simms, we'll give this one the benefit of the doubt Later this year, expect the NFL Quarterback Challenge, which pits players against one another in nead-to-head events like speed, long distance throw, and read and recognition

Legion: The Legend of Excalibur

The Knights of the Round Table head to PS2

When 7 Studios (made up of members of Westwood Studios who worked on Command & Conquer) decided to make a real-time strategy for Midway on PS2, its choice of subject material was clear Arthurian legend. But not wanting to deliver a straight-up RTS, the developer has also opted to include elements of action and RPG gaming, as well. For instance, you take an active role in controlling two of the 12 Knights of the Round Table recruited throughout the game (and Merlin) against Morgana's army through 14 missions, each with primary and secondary objectives. Attack by way of the sword or magic (the game includes over 100 kinds of enchanted weapons, armor and other items), and advance in rank as you gain experience. All the while, earn gold to recruit troops to assist you, and remember to keep a good sense of karma with any villagers you encounter killing sheep for no reason won't put you on good terms with the locals, for example. But no one sign ng to stop your ruthlessness this fall







Taking Liberties

In order to better suit what it feels to be the greater part of the PS2 audience seeking a real-time strategy/action/RPG gaming hybrid, 7 Studios has taken a few liberties with Legion's source material. For one thing, fantastical creatures like golems and orcs join the human soldiers in Morgana's army, But perhaps most alarming to purists of Arthurian legend? Four of the game's 12 Knights of the Round Table are wamen-one being Guenevere





Mat Hoffman's Pro BMX 2

Dust off your handlebars, Hoffman's headed to PS2

It is no surprise that **Activision** s Mat Hoffman for PS one is atop the sales charts. It's the first truly dynamic BMX game where you can waste away four or five hours trying to clear the .evels and then end up hanging around another couple of nours trying to string together the perfect trick sequence. You look at the clock and think, "Darn, a whole day wasted." But then you grab the Hidden Cover or score 75,000 points, and you're happing using up even more vital hours.

With this in m.nd. it's as nice as it is dangerous that a sequel's in the works—this winter, prepare to dive into Mat Hoffman 2. With the game on the PS2, it means crisper graphics, slicker animations, and all eight bikers from the original back to tear up to bigger and more diverse terrains than the PS one hardware could hands. The great news it's being developed by Rainbow Studios, the makers of the very fun AIV Offroad Fury. You'll also be able to create a nider and partake in a BMX Course editor.









Grandia II

Developed by **Game Arts**, the same focks who brought you, the Lunar series, comes this follow up to one of the PS one's finest RPGs, Grandia. The game takes place after the original, but it features an entirely new storyline and a new set of characters. Battles have also been modified to offer a more real-time combat experience. And as would be assumed, the graphics have been given a complete next gen overhau! **Ubi Soft** pans to please RPGers this **November**



MYridar

Infogrames might not have a motocross champion endorsing its version of the sport, but if last year's Moto Rocer World Tour is any indication, MXnder's gameplay should speak for itself. Still, you will find a whopping 60 pro inders in the game, not to mention 16 World Championship circuits spread over 13 countries worldwide Paradigm has paid special attention to the game's physics, as well as its deep career mode that even gauges your popularity Play it this fall.

Card Game

Drap Racing

Adventure

X-Sports

Strategy

Racing

X-Sports

Strategy

Sports

Scorts

Action

Puzzle

Racino

Rac no

Action

Action

Action

RPG

Trivia

Action

Dancino

Eduta nment

Adventure

Action

RPG

Action

Action

Action

Racino

Action

Action

Sports

P117710

Action

Fighting

Action

Action

Sports

X-Sports

Edutainment

Adventure

Fighting

Kart Racino

Kart Racino

Adventure

RPG

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THO

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Crave

Atlas

FA Snorts

Sony CEA

Infogrames

Infograme.

EA Sports

Infogrames

Infogrames

Activision

Conspiracy

Ub Soft

Activision

Konam

Namco

Working Designs

The Learning Co

Know edge Adv

THQ

Banda.

Coming Soon

July Digimon Digital Card Battle F na. Fantasy Chron.cles Square EA IHRA Drag Racing Bethesda Rescue Heroes: Molten Menace Know edge Racket Power Koel

Saivuki Journey West Sea-Doo Hydrocross Sky Diving Extreme August

Hosnigam Ruining Blue Earth Madden NFL 2002 NE. GameDay 2003

September Dig.mon Grand Prix Looney Tunes. Sheep Raider NASCAR 2002 NASCAR Racers Nicktoons Racing Spider Man 2-Enter Electro SpongeBob Squarepants Tiny Toons: Plucky's Big Adv

X-Men Mutant Academy 2 You Don't Know Jack PlayStation Sierra October

Arc the Lag Collection Arthur's Quiz Show Barbie Explorer Dance Dance Revolution Disney Jumpstart Kindergarten Tales of Destiny 2

Future Releases

Black & White TRA Dexter's apprators bam! Dragon Warrier VII Fnix FT Internlanetary Mission New KidCo Harry Potter & Sorrerer's Stone FA Games Hilden & Dangerous Take 2 Hooters Road Trip Ub: Soft In Cold B ood DreamCatcher Mega Man X6 Cancom Monsters Inc. Sony CEA NBA ShootOut 2002 Sony CEA Ohee Tale of the Circus Sound Source One Piece Mansion Cancom Power Rangers Time Force THO The Powerpuff Girss nam Snoopy Unreasned TRA Syphon Filter 3 Sony CEA Tennis Agetec/Al Games Tony Hawk's Pro Skater 3 Activision

Twisted Metal: Small Brawl Zoboomafoo Encore **Unconfirmed Releases**

Action Castlevania Action Jesse James 6 Shooter Shootout Ubi Soft Shooter M&M's Rayman Brain Games

Sony CEA

Spider-Man 2 Enter: Electro

This sequel will shock you

Electro is a madman with a master plan. And, as anyone who siever picked up a comic book in their life knows, if the supervillain pulls off his fiendish plot, the result can only be one thing, world domination. Fortunately, your friendly neighborhood Spider-Man is there to quell such a threat in Spider-Man 2

A., of the gameplay elements that made the or ginal game so engaging return for the sequel—the combos, the web attacks, the slinging between buildings. But new developer Vicarious Visions has also added a few new features. Now you can shoot web balls in mid-air, execute new combos, solve environmental puzzles, and even fight at ground level from time to time. The Spider-Phoenix and Insulated Armor costumes grant the Web-Stinger invulnerabili ty and resistance to electricity, respectively, while new web fluid can freeze or shock enemies. The game also involves "more general superhero stuff, as opposed to fighting the 'big bad guy," says Activision producer T.Q, Jefferson.

But that's not to say that the "big bad guys" don't show up Throughout the 20-plus levels ahead of you, you can expect un que battles-ones you'll have to approach with a different strategy each time-with foes I ke Shocker and Sandman, along with the given climactic confrontation with Electro. Act vision's keeping mum about any other evidoers, but we do know not to expect the return of anyone found tast time-t's just "ones who are not in jail from the first game," says Jefferson. We're also not yet sure which Marvel all es will make guest appearances, only that they will "it has to be a bel evable cameo, "Jefferson comments. We want to avoid throwing people in just for the sake of having a Marve, character" You can see who makes it in this September

















The Villain

You'd think getting struck by lightning while holding power lines would kill you. Quite the contrary for Maxwell Dillon (above), who, after such an incident, became a human electrical capacitator. Unlike Spider-Man, though, Ditlon opted to use his power for personal gain, adopting the moniker of Electro. Since appearing first in 1964's The Amazing Spider-Man #9, Flectro has terrorized New York with diabolical plans-and been thwarted by Spidey many times.

















Atlantis: The Lost Empire

By now you've probably seen Disney's latest animated feature on the big screen Heck, you may have already even played this game, since Sony CEA released Atlantis on June 12 to coincide with its theatrical debut. And if that is the case, you already know that you as Milo and the five members of his team must embark upon 12 huge levels of vanious types of 30 action -platforming, puzzle solving, recing and more—mostly all set under water. Expect a review of it next issue









The Powerpuff Girls

The pint-sized superheromes of Townswlle make their PS one debut this winter when bam? releases this 3D fighting game based on their popular Cartoon Network show. Villains Ace, Princess, Big Billy, Him, Sedusa, Fuzzy Lumpk n and, of course, Mojo Jojo compete against Bossom, Buttercup and Bubbles, all of whom can replenish their health by collecting vials of Chemical X, then execut in special moves such as Fire Laser Eyes, Tornado Moves and ice Breath







Virtual Kasparov

With World Chess Champion Gary Kasparov spearheading a new effort to incorporate chess into schools as a way of honing young minds, Titus title, which should be on shelves now, couldn't come at a more appropriate time. The game features a tutoria, mode in which Kasparov offers video advice, as well as other video chess standards like classic matches and in-depth, on-the-fly advice. With the PS one's limited chess library, this should be a welcome addition



Mary-Kate & Ashley: Crush Course

Remember that time you got a love note-but, sure as it's time for you to move from a training bra to the real thing, you didn't know who wrote it? Was it Johnny in algebra class? Sammy in history? Todd in home ec? If you only knew! Therein lies the problem for the Olsen. twins who aim to discover their cuties' dentities this fall, thanks to Acclaim They It take part in over 30 levels of varying gameplay types. from miniature golf, to snapping photos, to cheerleading. Dreamy!



Scooby-Doo and the Cyber Chase

Zoinks! THQ brings those medding kids from the Cartoon Network and Saturday mornings past to the PS one. You'll have to maneuver Scooby, Shaggy, Fred, Daphne and Ve,ma through 18 levels based on actual artwork from the upcoming Scooby movie. We know that Don Knotts, the Harlem Globetrotters, and Batman and Robin won't show up, but who needs them when you've got plenty of Scoopy Snacks to devour? He.p Scooby unmask the Phantom Virus this fall





Madden NFL 2002

Going back in time

Last year, we called Madden NFL 2001 the greatest sports game to grace the PS one. The graphics were the best in the business, the Al was air tight, and the gameplay surpassed that of the years before by leaps and bounds. Now, EA Sports hopes to continue to evolve the franchise even further. One check in the improvement box is the addition of the Madden Classic Mode, where you can play a pixel-perfect rend tion of John Madden Footba., 93 Even better, you can play with today's teams, tike the Jaguars and the Titans-you're not restricted by the laws of chronology

Hey, remember the Two Minute Drill? Well, it is been improved with the inclusion of a new defensive mode, as you try to hold your lead with tenacious D. Head-to-head mode also debuts, where you can get in a nice Madden experience in under five minutes. Can you say "Madden party"?

In addition to these and the usual roster updates, this summer release also features further additions, like a new kick meter (more challenging and more fun), cheerleaders on Madden cards (whatever for?), and a Madden Meter to track your players intensity level. Another weird addition for when you've stupidly gone for it on 4th and 16: the new "mulligan" feature for do-overs. Is there anything left to add?











Back in the Day

While you were overplaying John Madden '93 way back when, real NFL football was still going on outside your basement. Here are historical notes from the '93 season: a) The Dallas Cowboys whitewashed the Buffalo Bills 52-17 in Super Bowl XXVII, b) Drew Bledsoe was the #1 overall pick by the New England Patriots in the draft, and c) Deion Sanders was the Defensive MVP...for the Atlanta Falcons.

Twisted Metal: Small Brawl

Car combat goes kiddie

Sparked by the relaunch of the P.ayStation with the more k.d.friendly PS one format, **Sony CEA** has taken one of its flagship franchises, liwisted Melta, and given it a facellif to suit gamers of all ages this fall. The new TM installment, Small Brawlif features many of the series familiar characters, including Axel, Spector and Mr Gmmm but places them behind the wheels of remote-control vehicles instead of the massive machines they note drove "Players awayate these cars through a variety of busy environments, like sandboxes, powling alleys and abandoned movie theaters. And naturally, combatants have the ability to fire projectile arms at each other—this time coming in the form of spit wads, stink bombs, firectrackers and other inventive weapony. These especially come in handy during two-player matches

Developed by Incognito, the same team that created the first two TM titles and Twisted Metal: Black for the PSz, Small Brawl promises to retain the feel of the prior games—just with a lighter mood















Sesame Street Sports

Sesame Street Sports features as events starring Ernie, Cookie Monster, Elmo, Zoe, Grover and Tely, along with interviews and commentary by good of Big Bird. Quite possibly the first PS one sports game developed especially for an audience no older than 6 or 7, the game has been specially programmed to both obey controller commands as well as go by itself for early gamens who might lack coordination. NewKido tells you how to get to Sesame Street this month.





Goofy's Fun House

Goofy wants you to see his home movies. One problem, though. Certain items needed to play the firms are missing, spread throughout his house. Now it's up to you to help the Disney dog (he is a doginghi?) find the missing items. Your reward? Classic Goofy cartoons—over 40 minutes' worth. In order to earn the right to see these great pieces of animation, you must first solve puzzles, play different lyour of games, and more. NewfidCo releases Goofy's Fun House this fall.







Hot Wheels Extreme Racing

Usually, the word "extreme" in a racing title is something we can't help but make fun of. But if Hot Whees, Extreme Racing is anything ixe THQ makes it out to be, then gaming's most overused word might actually appy. Not only does the game invoice racing across land, sea and air, but you'll cover them all in one race, as your fully customize able vehicle morphs into whatever form seems most appropriate. Challenge as many as three friends when the game ships this fall.





III MANUEL STATES OF THE PROPERTY OF THE PROPE





PlayStation 2





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PlayStation.

8:57 pm - GEAR BOX PROBLEM. BROP TO 22nd POSITION 11:40 pm - WHEELS CHANGED 17th Position 2:18 am - SPUN INTO **GUARD RAIL** 15th Position. 4 31111 - JUYELVE HOURS DOWN WELVE TO GO. ILES PER HOUR ARGIN FOR ERROR. www.lemans-game.com



Final Fantasy. Two of the most powerful words in gaming. And now, if all goes well, they may become equally as influential in the movie industry. Why? Hironobu Sakaguchi, the director of the The Spirits Within and the mastermind behind the games franchise, puts it best: "The spirit of the Final Fantasy games has always been to outdo ourselves every time we make a new title, to try something that's never been done before. And in that sense, the Final Fantasy movie was just another step of thatwe're just following the mentality of trying to do something that no one's seen before." With that in mind, join us as we go behind the scenes of the new movie, look ahead to the new game, and wend our way back through the history of Final Fantasy.

the history of Final Fantasy.

BY SAM KENNEDY AND GARY STEINMAN





ometime during the creation of Square's first Final Fantasy for the PlayStation, director Hironobu Sakaguchi was struck with a rather grand idea, It was 1996 and Toy Story's remarkable success at the box office was still fresh on everyone's minds. Especially Sakaguchi's. Recognizing that computer graphics were capable of conveying an entire movie's storyline, Sakaguchi came up with the idea of creating a film of his own. After all, the quality of the computer graphics being produced by his team rivaled anything coming out of Hollywood at that time. And so by the time Final Fantasy VII was wowing people around the world, Sakaguchi was already well into scheming his big-screen epic.

Four years and two Final Fantasy games later, his film has finally been released to the summer moviegoing public. But getting here was no easy task for the visionary director. With production costs soaring millions over budget and several delays in the film's output schedule, the Final Fantasy movie nearly bankrupted Square. Requiring massive investment from the Japanese company and even Sakaguchi himself, the movie was a huge gamble, but one well worth the costshould it fare well. And for this, Square is banking on cutting-edge computer graphics to command success at the box office. That, and the fact that Final Fantasy: The Spirits Within is a film based on the most popular video game series of all time.

Sakaguchi knew that motion pictures are a very different beast than video games and required a careful new approach. "Movies based on games seem to fail because they just try to re-create.

the game world," he states. "They simply re-create the characters and their stories. and as a result they become overly familiar and predictable. I didn't want this to be a simple offshoot of the game," So Sakaguchi set off and created a new set of characters and stories that would appeal to his new audience, yet would still fall in line with the Final Fantasy games. "Even though the story and the world are very different from the Final Fantasy games, think people will still be able to come away from the movie with the belief that it is indeed a part of the Final Fantasy series After all, even though the games are all

much more believable. "Because we want ed to go with the realistic angle we decided that we needed to set it on Earth. We also wanted to challenge ourselves in creating human characters that look as real as possible.

And creating true-to-life human characters is a goal that Sakaguchi and his team no doubt accomplished. At times, one can completely forget that these on-screen actors are nothing more than computergenerated images in motion. But that's one of the main draws of The Spirits Within: The movie immediately captivates you with its previously unseen realism. Our charac



"WHEN I'M WORKING ON A GAME, I WOULD MUCH RATHER BE WORKING ON A MOVIE, AND WHEN I'M MAKING A MOVIE,

I'D RATHER BE WORKING ON A GAME, BECAUSE IT'S

VERY ARDUOUS." - Hironobu Sakaguchi

called Final Fantasy, each time they have different plots and characters.

Sakaguchi believes that it's the themes? that tie all the games, and now this movie, together. "The themes of the movie deal with the concept of life and death and the human spirit, which you'll also find in Final Fantasy VII and IX," he explains. It was because of these themes that Sakaguchi chose a futuristic setting for the film, as he wanted a world where life was "studied and understood scientifically." And he felt that by placing the story on Earth, the characters and their stories would be that

ters look and feel like regular humans, says Sakaguchi. "I think it was an amazing feat of technology that we were able to accomplish this level of realism And I think it's OK to look at Aki and be convinced that she's human." In fact, it would appear that sometimes even Sakaguchi believes Aki to be real. He, along with Columbia Pictures, have been marketing her as if she's a reallife celebrity from the movie, even landing her a full-page bikini photo in the popular men's magazine Maxim.

But this struggle for photorealism has also sparked some debate among the film

CAMEOS

Sakaguchi felt inclined to throw a few nods in the movie to hardcore Final Fantasy devotees. "The chocobo character can actually be spotted in a couple of the scenes," he admits. "It's kind of difficult to see, but you can catch a chocobo on Aki's T-shirt in one scene, or in somebody's suitcase, or on a wall." In fact, Sakaguchi himself makes a cameo appearance, in a big conference room scene, "If you look carefully, you can see me in full CG as one of the members," And don't think that it's a mere coincidence that the name of the character Sid in the movie happens to sound a lot like Cid from the games.



CREATING THE FANTASY

To create the incredible visuals of Final Fantasy: The Spirits Within, Square Pictures built a \$40 million state-of-the-art computer graphics studio in Honolulu, Hawaii. Housing a multitude of SGI Octane computers, the studio has a total of 960 supercharged CPUs rendering the many breathtaking sequences in the movie. And all this processing power is needed. Aki alone features 60,000 hairs on her head, each individually influenced by movement, wind or light. Even with so much computing power, it can still take up to 20 minutes to render a single frame of animation and then 10 minutes to save it



community. To some in Hollywood, the idea of using synthetic actors—sespecially when it comes at such a hefty price tag—is rather troubling. Not only are there the philosophical issues of artificial actors replacing humans in film, but there are questions about its necessity. There's a big difference between being realistic, and being photorealistic,

DreamWorks Jeffrey Katzenberg told the L.A. Times. "Photorealism holds little or no interest to me. To me, the reason to animate something is to push it further from a realistic human character. If you could photograph somebody, why would you animate them?" Katzenberg, whose studio created this summer's earlier big CG movie hit, Shrek, was able to produce its blockbuster on a budget of \$48 million, roughly one-third of Final Fantasy's estimated final cost He makes a good point, but Sakaguchi maintains that the CG characters in The Spirits Within are more of a stylistic decision. "Rather than going for a totally human look, he points out, "I wanted to go in a little bit of a different direction and create our own look for our characters that's not quite photorealistic but obviously a lot different from the traditional cartoon look."

Hollywood insiders also worry, about one other aspect of this extreme realism: a phenomenon known to robotics researchers as "the uncanny valley" effect.

Essentially, this is the point at which a robot is so close to lifelike that people begin to focus on picking out any slight imperfections. There's a fear that viewers of The Spirits Within will become fixated on any unnatural motions or gestures of the characters instead of paying attention to the movie itself.

Undaunted by these concerns, Sakaguchi states that if his team had "It would be my hope that maybe just a handful of the audience will walk away with some appreciation or interest in thinking about what is the human spirit."—Hironobu Sokoguchi

been able to spend more time on the movie, the characters would look even more realistic. "I'm really pleased with the level we attained, he says. "However, if we wanted to, we could have certainly improved a lot more."

For a movie that prides itself on its realism, any discussion of having too much of it can probably be accepted as a good thing. And that realism extends far beyond the characters themselves. In fact, The Spirits Within also sets its virtual heroes against some of the most extraordinary backdrops ever. The postapocalyptic setting, with its swirting dust clouds and debris being tossed in the wind, couldn't be more frightfully real. "You wouldn't believe how hard some of those guys worked," says lead animator Andy Jones about his environment team. "We have a sets and props department that make everything—literally everything is modeled-even little details like the tires on the cars. When a dried-up, cracked skull falls from a dead soldier's suit of armor, it tumbles along the ground in a shockingly authentic manner.

This world is definitely a lot darker and more ominous than those found in the games. "I like movies like Blade Runner and the atmosphere that it exudes," Sakaguchi comments on the visual inspiration for his picture. "You can see some of that reflected in Final Fantasy, But for the most part, because I was trying to create something new using computer graphics, everything had to be thought of from the ground up."

To help bring all this realism to life, the Final Fantasy team put a lot of effort hist the camera work. The artists paid special attention to giving the camera realistic wobble effects and lots of motion. "Alot of the camera realist work of the camera is based on traditional film methods, especially for scenes that are rather traditional-looking," says lones. "It's kind of a cinematic language and people feet like it's more real when they see something they're used to. We contrast that with camera call when they were something they're used to. We contrast that with camera only possible in CG and people are like, "Wow, that's amazing."

Aside from the visual aspects, though, The Spirits Within also features a much more realistic storyline than the heavily fantasy-based games. Taking place in the not-too-distant future (the year 2055, to be exact), the movie revolves around a sci-ff story of aliens invadine Earth.



Aki shows off her digital assets in the pages of Maxim.





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FUTURE TIME

The holo-watch craze might still be a ways off, but that's not stopping Seiko from getting a headstart in the market. The company has built a prototype based on the one worn by Akı in the movie (right)-which unfortunately isn't for sale Stil., Selko does have a stripped down version of the Final Fantasy watch fright), which will retail for about \$200 How cool is that?

As the story unfolds, moviegoers are introduced to a bleak, difficult situation: Aliens called Phantoms have invaded Earth and have killed off most of the world's population. The few cities left are all in shambles: Fortunately, Dr. Aki Ross and a military group called Deep Eyes have discovered a possible key to salvation: eight spirit waves scattered around the globe. After becoming infected by the Phantoms, Aki discovers that she has a strange connection with them and searches her dreams for a possible key to the survival of mankind. However, while all this is going on, the insidious General Hein is setting in motion an attempt at launching a space cannon that would destroy the Phantoms—and the Earth with it. The movie then turns into a race against time.

Was it a difficult adjustment for Sakaguchi to write a story for the movie instead of a game? "I don't think the rules for storytelling are that different, Sakaguchi tells us. "Obviously, the way it was conceived and constructed is different But in the sense that there's a big theme underlying big, entertaining action sequences or love stories, in essence, the way I tell a movie's story is similar to a game's story." But Sakaguchi enjoyed his new opportunity to write to a movie audience, as he can delve deeper into the story and themes. "With the game, obviously you have to take the user into consideration and pull back a little bit and leave some control to the player at certain points. With the movie, it's straight storytelling, so you have to focus on what you want to tell the audience, because it is a one-way communication. Using this medium, I want to focus on presenting a stronger story and theme."

Integral to Sakaguchi's storytelling is the actual presentation of the dialogue, and for this Square went for nothing but

Hollywood's best talent. "We pretty much got all the voices that we wanted," says producer Chris Lee. "There were a couple of people who came as a result of scheduling issues, such as Peri Gilpin. Originally, her character was Janeane Garofalo, and it was just a scheduling issue of when she could record for us...but we pretty much got everyone we wanted." Interestingly, the movie's characters and lines were for the most part left untouched by the actors chosen to voice their lines. "The settings for the characters came first," explains Sakaguchi, "Then I decided to look for the voice-actors who I thought best matched each character and the personalities I had in mind. I didn't build the characters based on the actors." He mentions only one exception: Steve Buscemi, who handles the voice of Neil. "Because he does have a distinctive recognizable voice, there were several lines of dialogue changes that were done to

DR. AKI ROSS MINGNA

Voice-acting veteran Ming-Na (Mulan, The Joy Luck Club) takes on the role of the optimistic yet alien-infected Aki. Will Aki be able to find a way to either understand or combat the alien predators in me to save Earth?

CAPT. GRAY EDWARDS AIFC BAIDWIN

Alec Baldwin (Pearl Harbor) lends his distinct, commanding voice to the leader of the Deep Eyes Squad. Gray has a reputation for eing fearless and deter ed on the battlefield. and has earned the support from his troops

DR. SID DONALD SUTHERLAND

ability to Dr.

Brilliant and compassionate, Dr. Sid serves as Akr's mentor and father figure. The patrician Donald Sutherland's (Space Cowboys) refined yet gravely voice adds a lot of depth and

NEIL FLEMING STEVE BUSCEM

Steve Buscemi's (Con Air, Fargo) whiny, nasal, quicktalking New York accent fits just fine with his character, Neil-the pessimistic and sarcastic Deep Eyes member who in many ways is the brains behind the squad







accommodate his certain style." Chris Lee was also very impressed with Buscemi's style. "This is Steve Buscemi's first animated feature, which is very exciting for us. One thing that was very important to me was that the Deep Eyes have a good sense of humor and be able to do a lot of

adult age group, will come see this. As for what Sakaguchi hopes viewers get out of the movie, "For the most part, I'd really like the audience to just go away from the film feeling satisfied from seeing a great entertainment movie," he says. "However, it would be my hope that maybe

I think (previous video game movies) have been quick ripoffs of the franchises, and a lot of that has come from the fact that when you sell the rights to a studio, they go out and hire directors and writers who have no relationship with the material itself. I think that's the greatest thing about this feature—the man's doing it himself. - Producer Chris Lee comments on Hironobu Sakaguchi

With a handful of popular Hollywood actors handling the voices, Square hopes that Final Fantasy will reach a broad new audience. Certainly the people who play would hope they will go see the movie."

lines on their own. And that came out."

the games, and science-fiction fans-we says Sakaguchi. "And it would be the best compliment for us to have them think this is a cool movie. However, because the story deals with a little more of a mature theme-it does deal with life, death and talks about what a spirit is-we hope thatmore of a broader audience, more of an

just a handful of the audience will walk away with some appreciation or interest in thinking about the human spirit, or what happens in life or death. It would be an honor if some people who have gone through some tough things in life-such as losing a loved one—if these people see the movie and maybe walk away with some element of hope or optimism about what happens when people die."

Sakaguchi is interested in how people will react to the movie, that's for sure. And this especially centers around how people take to the computer-generated characters, as his next CG feature film is already being conceptualized and could begin production as early as this summer. "My initial intention with this movie project was to really develop a topnotch computer graphics production studio, and making this movie was part of the challenge to hone and test our skills and technology," he states. "Now that the studio is up and running, I intend to create more movies. Not only that, but utilize the studio to produce different types of media-be that games or even a newer, totally different type of interactive entertainment using the quality of graphics that we achieved with the movie." And after seeing the technical achievements of The Spirits Within, the future seems very bright for Sakaguchi.

But the future also seems bright for one other star: Sakaguchi's virtual heroine Aki. It would seem that she has a strong career ahead of her-in future games, maybe, but certainly in movies. "I definitely: want to make Aki our main digital actress," says Sakaguchi. "As any real actress, we'd like to see her in other features, such as commercials or even comedy movies." And in an industry based around image, Aki may just have a one-up on the rest of Hollywood. "Because Aki is a CG character, we have the advantage of showing her at any age. We can even have her come back as a 16-year-old girl."

That alone is sure to spark plenty of jealous looks from all the rest of the girls in Tinsel Town.

A FUTURE PS2 DVD

Square has hinted that it would like to do something special when Final Fantasy: The Spirits Within eventually has a DVD release. According to producer Jun Aida, they would like to create a deluxe interactive PS2 version of the movie. "You will be able to render certain sequences of the movie in real time, and be your own director, and change camera angles and shots," Aida says,

MUSINGS ON MUSIC

"Movie music is approached differently from game music," Hironobu Sakaguchi told us



when we asked him why he didn't use veteran Final Fantasy composer Nobuo Uematsu for the film, instead opting for Elliot Goldenthal. "And since we are trying something new, we wanted to use a different approach. To that end, I really liked Mr. Goldenthal's style, because he has a very unique approach using his orchestra to create some really unique music and sounds." Among his credits. Goldenthal has scored Batman Forever (which netted him a Grammy) and Interview With a Vampire (for which he won a Golden Globe and Oscar nomination). Goldenthal has also composed symphonic pieces and theater works. If you like his score enough to pick up the soundtrack, you'll also be getting a nifty little extra-the disc contains a Final Fantasy X trailer in a hidden file!

GENERAL HEIN



RYAN EDWARDS

Dedicated, relentless and fearless, this Deep Eyes sergeant knows how to balance his drive for victory with his duty to his superiors. Ving Rhames (Mission: Impossible 2, Entrapment) breathes life and depth into Ryan

JANE PROUDFOOT





FFX's characters have a realistic look that harkens back to FFVII and VIII, although the hairstyles continue to defy the standards of good taste.





inal Fantasy X will be a revolutionary game. It will be a grand experience, full of rich characters, epic storylines, brilliant gameplay, cinematic direction, scintillating graphics and lush music. Its release will be a defining moment for the PS2. It will sell millions of copies. It will forever change gaming.

Yeah, yeah, yeah. You've heard it all before. You've read the breathless previews, the aushing reviews. Heck, you might have played each and every release. You already know the games are greatthat in many ways they easily live up to the massive hype surrounding the franchisa. Fine.

But c'mon now-can Square really top itself yet again? Won't this latest game be just another Final Fantasy, even if it's dressed up with fancier graphics? Sure, it was initially supposed to have online elements, but those plans have since been scrapped. So what more can Square possibly bring to the series, short of radically reinventing it? And, well, we all know that

It's not like Square is taking any risks with a new development team, either. Many of the same key staffers are back again, including character designer Tetsuya Nomura, an FF veteran who filled the same role with FFVII and VIII. And, of course, Square will once again be relying on the finely crafted tunes of Notion Uematsu to score the game.

So even though you want to play the game-you're dying to get your hands on it, in fact-you can't help but wonder if it's gonna be worth it. Sure, the screens are beautiful. The art is stunning (that fullpage picture of Yuna is simply marvelous, isn't it?). But, you ask, what's new? What's different? Why should you get so excited now, when the game isn't even due to be released here until early next year

To tell you the truth, we shared a lot of these same thoughts-that is, until we got our hands on a playable demo. And then it happened all over again. The Final Fantasy magic struck, and we were thoroughly entranced. Much has changed with this new chapter. The battle system has finally been retooled (check out page 97 for more on that). The game has an even

standbys are still around, including every thing from moogles to chocobos to summoned monsters like Ifrit and Shiva.

Like the past few games, FFX revolves around two main characters-although the supporting cast will likely play large roles. The lead protagonist is Tidus, a bright, optimistic sportsman who's a star blitzball" player [blitzball is an underwater, full-contact combination of soccer, basketball and rugby). If you're not yet familiar with him, he's that blond-haired. sword-wielding, Meg Ryan lookalike who's pictured on page 96. The other main char-



"WE'RE GOING VERY REALISTIC, VERY DETAILED, WITH HUMAN FACIAL EXPRES-SIONS, I'M PRETTY SURE WE'LL GET A VERY

FAVORABLE RESPONSE." -Tetsuya Nomura

bolder cinematic feel. And for the first time ever in a Final Fantasy game, characters will actually speak, lending a whole new element to the storytelling. In some ways, FFX looks like it might finally realize the promise of the PS one titles-it may have truly evolved from a role-playing game to a role-playing experience.

But at the same time, much has stayed the same. The enthralling gameplay, the deep story and the over-the-top graphical effects are all there. Uematsu's ethereal music once again permeates the game (unfortunately, you still have to suffer through the same battle theme over and over and over). And many of those old

acter is Yuna, a determined, young summoner-in-training. The two are from widely different backgrounds, but they end up working together to fight against the devastating natural but malevolent force known as Sin. In their journeys through the watery world of Spira-which has a distinct Asian feel, in contrast to the more European settings of past Final Fantasy games-the two will team up with various other characters, including the blue beastly warrior Kimari, the mage Lulu (who carries a moogle doll and uses it to attack foes), the sultry thief Rikku, another blitzball player named Wakka (who uses a blitzball as his primary weapon),

ICE QUEEN



Tidus squares off against a nasty, hungry fish creature in this early boss battle. The entire fight takes place underwater, and is broken up by some dramatic real-time cutscenes. Most major boss battles occur directly within the game's environment. The random battles, though, still cut away to a separate screen.







and the swordsman Auron.

Independence and travel are two of the major themes of FFX. The game actively encourages players to explore and journey through its massive world, which this time is fully real time, as opposed to the CG backdrops that made up the past three Final Fantasies. Thanks to the power of the PS2, though, FFX's 3D world has an even more majestic appearance than the illustrated backdrops from the PS one games. And since everything is actually generated in real time, the environments can now move and react more realistically. Grass sways in the wind, water cascades down from high cliffs, fog drifts across the landscape. More important, though, is the fact that having an actual 3D world allows the game's camera to move dramatically through the environments, pulling back for panoramic shots or zooming in for dramatic closeups. But FFX doesn't fully abandon the hallmark CG cinemas of the past few games. There are still plenty of gorgeous prerendered cutscenes that once again rival even the best Hollywood productions.

The whole game has a vibrant, lively feel the safe as a far cry from dark and dreary settlings of FFVII and VIII—and that's reflected in the main characters as well. In fact, Nomura and his team intended from the start to give this game a much lighter tone, with more energetic and outgoing characters. "In VII and VIII, Cloud and Squait were not the type of characters who would speak what they were thinking—they both weren't very valkatistie." Nomura explains. "But right after we

completed VIII, the scenario writer and the team just decided to lighten up, and wanted the main character for X to be more energetic, have more free will, and speak out about what's on his mind. "Even the names reflect this change in tone. Tidus, for example, means sun in the Okinawan dialect of Japanese. "So it's very bright, versus the Cloud and Squall names from the past," Nomura adds.

Having outspoken characters who literally speak out loud presented an interesting challenge for Nomura, especially since FFX is using a new Facial Motion System that aims to accurately sync up the words to the facial expressions and movements of the characters' mouths Once the Facial Motion System was incorporated, especially during the modeling phase, that's when I noticed I really had to pay attention to the teeth and the inside of the mouth, which you don't normally have to consider when sketching and illustrating," Nomura says. "So during that phase I watched all the details that went into the characters, and unless a go was given from me nothing was set in stone. That was the first time I had to pay attention to the inside of the mouth and the teeth of the characters." This kind of attention to detail has the potential to further boost the emotional impact of the curscenes and storyline, but for Nomura it's been one of the most difficult aspects of the development. Still, Nomura hopes the hard work will pay off for players. "I have been very excited since starting on the PS2, because of all the details can express that I couldn't on the PS one. Nomura says. "We're going very realistic, very detailed. with human facial expressions. I'm pretty sure we'll get a very favorable response

Playing is believing, though, and what we saw in the demo definitely elicited a "favorable response" from us. So far, she game is a stunning achievement, a true next-gen Final Fantasy that should help redefine the series. Plus, there's enough new elements in FFX to get even the most jaded gamers excited, according to Nomura.

"If you're a Final Fantasy (an. I know you're not going to miss this, because it's the first Final Fantasy for the new system," Nomina tells us. "With the PlayStation Z,we're able to; create all these detailed facial expressions, and for the first time ever we have characters with voices. So those are things that I want the players to experience in Final Fantasy X. With them, the game has gotten a lot deeper and the vents have gotten more extensive. The battle system has also changed, and that's something new that latso want people to experience."

THE FUTURE OF FINAL FANTASY

Even though part X has yet to be released, Square is already hard at work on the next two installments in the Final Fantasy series. Part XI, which is currently slated to release next spring in Japan and likely next summer in the U.S. will be the first online Final Fantasy title. The game will allow you to interact with other Final Fantasy players from around the world in real time via Square's PlayOnline network. Square states that it will require a monthly access charge in order to play the game online. As for the direction of FEXI. Square has placed Hiromichi Tanaka (Chrono Cross) and Kouichi Islate. Legend of Manja) at the helm of the game's production. Character designer Totsuya Nonura will also lend his talents to part XI.

While Final Fantasy XI will be online, part XII will likely return to the more traditional single-player Final Fantasy experience. Although there will be online components, these will be more along the lines of tutorials and other such downloads. This project is being overseen by Yasumi Matsuno (Final Fantasy Tactics, Vagrant Story) and Hirroyuki I to (Final Fantasy IX). Because Matsuno is involved, many speculate that this next Final Fantasy title will be much darker and will feature a very unique play style. Dor't look for this game to hit the U.S. until 2003; though.

Square is also working on remakes of Final Fantasy VII, VIII and IX for release on the PSZ, but the company has been quiet as to what sort of upgrades these new versions will have. Some speculate that Square may redo the character models and improve the sound. So far, there's been no word on when the remakes will release.





FINAL FANTASY X BATTLE BASICS

Final Fantasy X sheds the Active Time Battle system that's been a mainstay of the series for the past decade. No longer are you duking it out in pseudo-real time. Instead, you have a battle meter (upper right-hand corner) that indicates the order in which the characters and enemies will attack. This lends a strategic feet to the fights, since you can now plan your actions several moves ahead. The battle meter will also change to reflect the speed of your actions. If, say, you use an item, your next turn will come sooner, as drinking a potion takes less time than landing a blow. Or if you cast Haste on your party, your turns will be more frequent than the enemy's. During battles, you can also swap any extra character into your three-man party, effectively letting you tagteam your foes. Finally, each hit you take helps fill up those thin bars underneath the HP/MP meters. When a bar reaches its limit, you'll go into "Overdrive," allowing you to unleash some devastating attacks.



Summon spetts play a vital role in the battles. Each of the summoned monsters has a wide range of attacks and spells to help you out.



When facing a tough foe, Yuna can choose to summon one of her stable of Guardian Forces.



Party members clear out, leaving Yuna ample room to cast her summon spell.



The Guardian Force remains to fight solo until it's either vanguished or called back by Yuna.

WIN FINAL FANTASY PRIZES!

We're giving away 10 killer prize packages stuffed with all kinds of Final Fantasy goodies! Each box contains: a Final Fantasy IX wall scroll, T-shirt and art book; a Final Fantasy movie wall scroll, T-shirt, novel, skuteboard, hox of collectible trading cards and action figure; and a Final Fantasy Chronicles strategy guide! All you have to do is watch and play this month's demo disc, and then correctly answer the following five questions. Send your answers on a standard postcard to:

(All entries must be received by Aug. 31, 2001. For the full contest rules, turn to page 22.)

- 1. In the FFVIII demo, what rank is Biggs?
- 2. What popular entertainment destination does the FFVII party visit?
- 3. In the Final Fantasy movie trailer, which character asks Aki if she's
- 4. What is the name of the here in Final Fantasy Tactics?
- 5. In the Final Fantasy Chronicles demo. what spell is being cast on Golbez?



WALL SCROLLS



INDI

TRADING















Top row, from left to right: Final Fantasy I, FFII and FFIII (these screens are from fan-translated emulated versions), and FFIV. Bottom row, from left to right: FFV and FFVI.





As the final Final Fantasy on the Famicon

Adiont Morriors Town allies near 16

FIVE FAVORITE THINGS ABOUT FINAL FANTASY

A quick look at some of our favorite qualities of the Final Fantasy franchise

- 1 Gripping storylines, Prior to Final Fantasy, you'd be lucky if a story ran any deeper than "save the princes, rescue the kingdom." FF introduced deep, multifaceted plots full of emotional impact.
- Brilliant battles. Active Time Battle system. Job System. Guardian Forces. Junctions. Relics, Character classes, Need we say more?
- 3. Moving music. Nobuo Uematsu's stirring scores rival even the best movie music.
- 4. Spectacular graphics. From the CG movies to the in-game graphics, Final Fantasy has pushed every console to its limits.
- 5. Captivating characters. Not just caricatures, but fleshed-out, sympathetic, memorable people in true-to-life situations.

TOP FIVE COMPLAINTS **ABOUT FINAL FANTASY**

For every Final Fantasy devotee, there's a detractor, waiting to point out the flaws in the series. Heck, even Final Fantasy fans have a few complaints about the games.

- 1. Random battles. Why can't the greatest RPG innovators come up with a less cumbersome way to fight your foes?
- 2. Over-the-top effects. Summon spells are gorgeous the first time you see them, but after the billionth time, these elaborate sequences are just tedious.
- 3. Where's the game? With the series taking on a more cinematic feeling, the gameplay has suffered. Final Fantasy has become way too easy, and gamers no longer feel in control of the action.
- 4. Same battle music. Over and over and over again. Why not change it up a bit?
- 5. Melodrama overload. Love stories. Life and death. Betrayal and redemption. Ugh.

n some ways, the most innovative. respected, beloved role-playing franchise almost never happened. Back in 1987, Square was just a small, struggling Japanese publisher in desperate need of a big game to keep it afloat. Enter Hironoby Sakaguchi. The man who would become a respected visionary in the industry had an idea: Why not put together a fantasy RPG that could go toe-to-toe with Enix's popular Dragon Quest? Better yet, why not try to redefine the budding console RPG genre? Square bought into the idea, sinking all its assets into the project. If it falled, then goodbye Squarehence, the name Final Fantasy.

While the game was a big hit, the name stuck. Fans of the series can only hope there will never truly be a "final" Final Fantasy. But there's not much reason to worry about that. Having sold more than 33 million units worldwide (that number by the way, doesn't count anything outside the core Final Fantasy games, such as spinoff titles like FF Tactics or Chocobo Racing), Square would be foolish to abandon this franchise. In many ways, Final Fantasy has become synonymous with video games, its name carrying the same weight as some popular mascot characters like Mario, Crash and Sonic.

Since the release of the first Final Fantasy in 1987, the series has continued to evolve and lead the industry, first with innovative gameplay, then with deep storylines and characterization, always with its incredible graphics and stirring music, and eventually with its cinematic look and feel. Join us as we take a quick tour through the nine main titles in the fabled series. (Note: All sales numbers are as of March 31, 2001, and don't include rereleases like Chronicles, Anthology and numerous other compilations and remakes that were released in Japan. So don't go adding them up and asking us why it doesn't total 33 million!)

FINAL FANTASY I

The game that started it all, Final Fantasy wasn't quite the revolutionary title that later games in the series would become. Rather, it presented a unique take on the fantasy RPG genre, with a relatively deep plot (at least when compared with other titles of that time), a large cast of diverse characters, and a refined battle system. The game also introduced a visual setup for the battles-with characters on the right and enemies on the left, both visible on screen-that became the standard for

most RPGs to follow. RELEASE DATE: 12/87 (Japani, 8/90 (U.S) SYSTEM: Nintendo Entertainment System UNITS SOLD: 1.3 million

FINAL FANTASY II

Despite FFI's success, FFII was never released here. That's a shame, because Square had a near-complete English version on its hands, but due to difficulties. with Nintendo it never saw the light of day FFII features a much more robust plot than the first, tons of dialogue (making it too difficult for import gamers to muddle through), and a different battle system. Characters' skills would become more powerful with repeated use-similar to the system used in Square's SaGa series, RELEASE DATE: 12/88 (Japan only) SYSTEM: Nintendo Entertainment System UNITS SOLD: 760,000

FINAL FANTASY III

(the Japanese name for the NES), FFIII squeezed every last drop out of the system, with stellar 8-bit graphics and some incredible music. Once again, Square toyed with the battle system, creating a setup with multiple classes, allowing tons of customization. Characters could even switch "jobs" midstream. In many ways, this was the birth of the remarkably deep Job System featured in FFV and later in Final Fantasy Tactics. But due to those same Nintendo difficulties that hamstrung FFII, this game never came to the U.S. RELEASE DATE: 4/90 [Japan only] SYSTEM: Nintendo Entertainment System UNITS SOLD: 1.4 million

FINAL FANTASY IV

FFIV introduced one of the greatest RPG characters ever-the Dark Knight Cecil, a tortured soul searching for redemption and meaning in his life while on his quest to save the world. This game also introduced what would become a defining feature for future Final Fantasy games-trie revolutionary Active Time Battle system. Turnbased battles were injected with a dose of real-time action, as the heroes and the enemies would attack each other all at once. Square also scrapped the Job System, opting to give each character unique characteristics and skills Speaking of which, the characters were among the most well-developed RPG creations ever. Fans of the series, though, were outraged to find that much of the game was altered or dumbed down for the U.S. market. The good news? Square has relocalized the game for Final Fantasy Chronicles, fixing

CONSTANT COMPANIONS

Although each Final Fantasy is a unique game, with a new plot, new characters and a new or revised battle system, certain constants have remained. Our two favorite recurring creatures are the

ostrich-like chocobos and the cuddly moogles. The former have been around since the nearbeginning, making their debut in FFII, Chocobos have been used for everything from transportation to storage to racing and other elaborate minigames. Moogles came along a bit later, but have grown in stature in the series, at times even

emerging as playable characters.

Another favorite is the crusty Cid character, who's appeared in all the games since FFII (and in the movie, under the name Dr. Sid). Cid is often a mechanic, and is usually involved with the airships (another recurring character of sorts). Biggs and Wedge (an obvious Star Wars reference) have also showed up in several of the games.

Finally, certain spells, summoned monsters and plot devices are carried over from game to game, including Ifrit, Shiva, Leviathan, Odin, Bahamut, the Crystals, the Four Elements, and many others.



Final Fantasy VII (top left), FFVIII (bottom left) and FFIX (below).



the translation, restoring lost elements, and upping the difficulty. Check out this month's review for more on FFIV.

RELEASE DATE: 7/91 [Japan], 11/91 (U.S.-initially released as FFII, but later rereleased here as part of FF Chronicles **SYSTEM:** Super NES UNITS SOLD: 1.8 million

FINAL FANTASY V

Square took a brief step back, returning to the Job System of FFIII, to create what some Final Fantasy fans consider the greatest game in the series. Note the word game, though-while the battle system was sublimely refined and deeper than a bottomless pit, the story and character development were fairly shallow Unfortunately, the game wasn't released nere until 1999, as part of Final Fantasy Anthology, Rumors of more Nintendo troubles are often cited as the cause, but others believe that Square thought the game was just too complex for the U.S. audience RELEASE DATE: 12/92 | Japan only-later released in the U.S. as part of Final, Fantasy Anthologyl SYSTEM: Super NES UNITS SOLD: 2.5 million

FINAL FANTASY VI

If you think Final Fantasy took a cinematic turn beginning with the PS one games, then you haven't played FFVI. Featuring a large and varied cast, adult themes, mature storytelling, numerous subplots, the best soundtrack of the series, and superb 2D graphics that still hold up today. FFVI paved the way for Final Fantasy to attain mainstream success and popularity here in the States. Character development reached new heights with this installment-even the enemies are fully fleshed out. The game also introduced the Relic System, which let you customize your characters by equipping certain accessories. If you haven't played this one yet, be sure to pick up a copy of Final Fantasy Anthology—it's really that good. RELEASE DATE: 4/94 (Japan), 10/94 U.S.—initially released as FFIII, but later rereleased as part of FF Anthology) SYSTEM: Super NES UNITS SOLD: 3 million

FINAL FANTASY VII

So much can be said about FFVII. A truly revolutionary game, FFVII boasted a remarkable budget (some \$30 million), an enormous team and a whole new approach to RPGs. Taking advantage of the new freedom afforded by the PS one's CD format, Square packed the game full of cinematic CG sequences that were simply breathtaking. The look and setting of FFVII also took an abrupt turn, with a new realism and technology-suffused world, due largely to the choice of Tetsuya Nomura as character designer (all the previous games had Amano in that position). The music finally realized its potential, thanks to the PS one's sound capabilities. The Materia system was a new approach to customizing and developing your party. And the characters-who can larget the moody Cloud, the perky Tifa and, most of all, Aeris? We still get e-mails to this day asking if there's any way to revive Aeris. Her death midway through FFVII remains one of the most moving moments ever in a video game

RELEASE DATE: 1/97 (Japan), 9/97 (U.S.) 11/97 (Europe), 6/98 (PC version) SYSTEM: PS one UNITS SOLD: 8.6 million

OPM SCORE:

FINAL FANTASY VIII

Square refined what it started in FFVII, presenting an even deeper story, sharper graphics, innovative gameplay and, best of all, a wonderful ending that somewhat redeemed the lackluster finish to its predecessor. FFVIII also marked the first time the game used properly proportioned characters, unlike the superdeformed figures of the previous games. This, along with the better-integrated FMV sequences, helped further lend the game a cinematic feel. Detractors railed against the triumph of story over gameplay, but to its credit FFVIII also had the remarkably deep Junction system that allowed for some hefty customization. And we can't forget the thoroughly addictive Triple Triad card minigame! RELEASE DATE: 2/99 [Japan], 9/99 [U.S.]; 10/99 (Europe), 1/00 (PC version) SYSTEM: PS one UNITS SOLD: 7.4 million OPM SCORE: 0 0 0 0





MILKING THE FINAL FANTASY FRANCHISE

Arguably the greatest Final Fantasy spinoff is Final Fantasy Tactics (1998, PS one). The excessively deep tactical RPG took the Job System of FFV and spun it into a unique, daring game that allowed for an unprecedented amount of customization. The story, while somewhat unintetligible at times, easily lives up to the Final Fantasy standard. Tactics also sports one of the best video game soundtracks ever, even

though it wasn't handled by FF composer. Nobue Uematsu.

At the other end of the spectrum is Final. Fantasy Mystic Quest (1993, SNES), an abhorrent attempt at creating a dumbeddown version of Final Fantasy aimed at the less sophisticated" U.S. audience. Despite its bargain price, the simplistic gameplay along with a throwaway story ensured that this one would be an absolute flop.

Also noteworthy were a handful of Game Boy Final Fantasies: FF Legend I. II and II, and FF Adventure. All great games, but none of these are true Final Fantasies: their names were changed in the U.S. to capitalize on the Final Fantasy brand. The Legends games are actually part of Square's SaGa series, while Adventure is the first chapter of the Seiken Densetsu series (which was followed up by Secret of Mana on the Super Nintendo and Legend of Mana on PS one).

Square has also released a handful of other games using Final Fantasy characters. Ehrgeiz (1999, PS one) was a mediocre fighter that featured FFVII's. Cloud, Sephiroth, Tifa, Yuffie and Vincent. Chocobo Racing was a mediocre kart racer featuring—you guessed it!—chocobos (1999, PS one). And Chocobo's Dungeon 2 was a mediocre randomly generated dungeon crawl featuring supercute versions of several FF mascot characters (1999, PS one). Notice a trend here?

Final Fantasy characters, spells and weapons have also made cameo appearances in numerous other Square games, including Parasite Eve 2 (Squall's gunblade weapon), Secret of Mana (a moogle village) and Chrono Trigger (Biggs and Wedge pop in for a visit)

FINAL FANTASY IX

Everything old is new again with the final PS one chapter of Final Fantasy. Square returned to past FFs for inspiration, bringing back the superdeformed look, the fan tasy settings, and all the old favorites like black mages, dragoons, thieves and other character classes—along with more moogles than you can shake a stick at. The battle engine is most similar to FFIV's, albeit greatly enhanced and much deeper. And the old-school references abound. from little musical trills to familiar character names and items. But the game is also thoroughly modern, thanks to the frequent use of gorgeous FMV and the greater reliance on storytelling and characterization. Whether you think of it as a nod to longtime Final Fantasy gamers or a chance for new-school fans to sample the best of the past, FFIX is an exquisite experience. Plus, it introduced the greatest video game character ever-the lovable yet existentially anguished black mage Vivi. RELEASE DATE: 7/00 (Japan), 11/00 (U.S.).

1/02 (Europe) SYSTEM: PS one UNITS SOLD: 4.6 million OPM SCORE: . . .

Names You Should Know

By the time you reach this point in our feature, you should already be familiar with Hironobu Sakaguchi and Tetsuya Nomura. (If not, go back and reread it!) Here are two other Final Fantasy figures you should know.

Voshitaka Amano

Artist and character designer for all the Final Fantasy games (except for VII and VIII). Amano has been integral to the series' visual identity. His distinct style has also been seen in art and character designs for the Japanese anime Vampire Hunter D as well as the TV show Gatchaman (known in the U.S. as Battle for the Planets). Amano has also worked with popular writer Neil Gaiman on the digital novel Sandman: The Dream Hunters. In addition. Amano has created a 3D CG art movie called Hero.

Nobuo Uematsu

Compared by Time magazine to Star Wars composer John Williams, Uematsu pens the lofty scores that are consistently one of the best elements of the Final Fantasy series. It's quite common to find several of his music CDs in any FF fanboy's collection, Rich, haunting, melodic-and always appropriate-Uematsu's music is an integral part of the series, and one of the major factors contributing to the massive appeal of the games. You can find many of his soundtracks at www.gamemusic.com.



5

MHGII SOO

060

Get caught

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Sammy Sosa caught reading.



GAMES REVIEWED

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THE FINAL SCORE

We rate games on a five-point scale. So, .5 is terrible, 2.5 is mediocre and 5 is superb. Get it?

Old School and New Rivalries

Years and years ago, when I lived the life of most any average carefree teenager, I'd play sports games with my best friend After school we'd spill into his room until it was nearly bedtime, then hurriedly scramble to get our homework started so we could finish it the next day during class [Kids, don't try this at home. -Ed.] On weekends, we'd sometimes stay awake until the sun started bleeding its white flare of light through the lone window of his bedroom. We'd draw up stat sheets on blue lined notebook paper, diligently tracking our performances with uneven marks. Our eyes would be heavy. We'd make jokes that no one else understood. Once the lights were out, the blinds were shut, and we were ready for sleep, we'd talk for hours, trying hard to play the quiet game so we could sleep. We talked big. We said we down mansions, with whiffle-ball fields cut into our backyards. Crazy stuff that equates, in the way that young dreams do, to being young and brilliant. One topic that glided from our tired tongues was obvious What game, if you had all the money in the world, would you

ever fell asleep These memories have stayed with me, nestled under a thin blanket of for getfulness When I see a name that shorks and/or surprises me. I rememher back to that idealstic time when we

make? I don't know how we

believed we were dreaming up the types of games that would change the world. Then, months ago, I saw NBA Street for the first time. Finally, innovation and technology and, dare I say, magic had all been wound together and had been shoved right smack-dab in the middle of a game. A sports game The heavens opened. Planets aligned

Already mini-tournaments have broken out with groups of my friends. It's our newest Saturday-night habit. People seem to have spring-loaded chairs, they're jumping out of their seat so much Complete aggression, complete elation. Both out of the same guy during the same game. Whether he ends up high or

dream come true

But already, still under Street's spell, I'm anxious for what's next. I'm hoping Street instigates a change in thinking for sports games. I hope we'll see a new wave of pro-licensed fantasy style sports that don't strive to mimic ESPN highlights

But as I root for a movement toward the more over-the-top EA Big stylings, I'm simultaneously gearing up for a colossal battle between two worthy simulation-minded competitors. On

one side of the battlefield stands Goliath (EA

Sports] On the other side, the David (Sega Sports) who everyone's rooting for. At E3 I was glowing with excitement. In EA's booth I'm staring wide-eved at Street, then half-glance at the new Madden In Sega's booth I'm eagerly listening while I'm told that they want to make the greatest sports games ever, and kick EA Sports out of their ivary tower Ooh, the competition.

So, in a way, I'm rooting for the exact same thing I was constructing in my mind ages ago. I want sports names, but I want sports names created in the spirit of Americal I want competition! I want EA and Sega at each other's throats! I want their artists and developers working around the clock to make their game a touch better

than the competitor's. I want spies from each side trying to listen in on the other team's huddle. I want them studying playbooks and Al and player models until someone's

blue in the face! Just the fact that Sega's cover-boy wide receiver (Randy Moss) catches passes from EA's cover-boy quarterback (Daunte Culpepper) adds fuel to the new rivalry. Soon we'll see that this isn't David and Goliath at all. It's more like the Yankees/ Red Sox, Or the Cubs/Cardinals USA/Russia Pick a rivalry, any rivalry, Hell, make one up. Whoever wins, there's one thing I'm sure of, It's a sports gamer's dream come true. And my dreams with it

Todd Zuniga Associate Editor



JOHN DAVISON

Hello, John isn't available right now, as he's jetted off to England, Please eave a mes sage after the been

FAVORITE GENRES: Racion Action, Adventure **CURRENT FAVORITES: Gran** Turismo 3 Red Faction CAN'T WAIT FOR: Ico, Silent Hil, 2



JOE RYBICKI

With E3 2001 nothing but a fond memory, Joe is already preparing for next year. The training regimen daily alcohol consumption, lots of walking and earplugs

FAVORITE GENRES: Advanture Puzzle, RPR **CURRENT FAVORITES: GT3. Red** Faction, The Promise Ring CAN'T WAIT FOR: Ico, Silent Hill 2. FEX Baldur's Gate Tribes 2



GARY STEINMAN

Gary likes a lot of games this month And he also can't wait for a whole hunch more

FAVORITE GENRES: RPG Adventure, Action CURRENT FAVORITES: Klonga 2. F.nal Fantasy Chronicles, FFX, Monster Rancher 3 CAN'T WAIT FOR: more FFX, Ico. Hoshigami, Jak and Daxter, Kingdom Hearts, Harvest Moon 3, Dragon Warrior VII



CHRIS BAKER

Chris made his international TV debut when a Japanese show interviewed him at E3 He's just hoping it wasn't their equivalent of The Daily Show that dubbed him

FAVORITE GENRES: Action, RPG, Adventure, Sports **CURRENT FAVORITES: MX 2002** Saiyuki, NCAA Football 2002 CAN'T WAIT FOR: Maximo, Final Fantasy X, Dynasty Warriors 3



TODD ZUNIGA

E3 was a dish best served ine briated. Young Zuniga was surrounded by great friends great games, and the half sissy, very evil Apple martin-Next year: the Dresden Room

FAVORITE GENRES: Sports, Extreme Sports, Literary Humoi **CURRENT FAVORITES: NBA** Street, Top Shop, GT3, High Heat CAN'T WAIT FOR: THPS3, SSX Tricky, NBA 2K2, NHL Hitz 2002



SAM KENNEDY

With the Final Fantasy movie and a whole bunch of other awesome films on the honzon, Sam's just looking forward to this year's summer movie fest. That, and more Apple martinis with Todd

EAVORITE GENRES: Action, RPG CURRENT FAVORITES: FFX, Stretch Panic, Twisted Metal Black CAN'T WAIT FOR: Maximo, Devi. May Cry Ion Jak and Dayte









Web Site www.act.vision.com Featuring a style of play that falls somewhere in between Tekken and Street Fighter, the Bloody Roar line of games has always been pretty solid. For the most part, this latest installment follows suit, and could be a welcome addit on to your PS2 library, provided you've already exhausted the current kings of PS2 fighting: Tekken Tag and DOA2 Hardcore I say that because, while Bloody Roar 3 seems to have most of the ingredients of a great fighting game, two things that it lacks are the balance and depth of those other two And in fighting games, those make al, the difference

Eighting did a great job on giving the Bloody Roar series a PS2 visual upgrade Graphically, Bloody Roar 3 is almost up there with the other games, sporting some nice background animations (such as jets tak ing off from an airstrip! But I wish the company would have focused more attention on the balance of the gameplay. I really enjoy combos in fighting games, but it's just far too easy to simply mash on the buttons to score multitudes of hits in Bloody Roar 3. Also, the game allows you to often land super moves that can take off massive doses of power. thus reversing the entire course of a fight in an instant

The animal counterpart aspect of Bloody Roar is still fun, but I had just hoped for more serious gameplay Final Score • • • 4 Sam Kennedy







CART Fury

Publisher Midway Developer Midway

Web Site www.midway.com CART Fury is a misquided mess of a game that can't decide what it wants to be, or what kind of experience it wants to provide

On one hand it's a very fast paced, arcadev racing game with a soundtrack that includes tracks by Disturbed but on the other it features licensed drivers, requires you to fiddle with hire pressure and aemdynamic sliders to affect the performance of your car, and -- shock, horror -- insists that you qualify for each race What gives? Is it an arcade racer or not?

The cars bounce around like offroaders on giant springs, aggressive combat ve driving is actively encour aged, and there's even a level where you race on the moon. The commentary is vacuous, the presentation appalling, the soundtrack repetitive, and the load-t mes excruciating

Playing this game is like being locked in a room with a painfully slow-speaking, schizophrenic. heavy-metal fan with bad dress sense and a limited knowledge of CART racing.

There's plenty in the game's favor on paper: it has a lot of tracks and there are plenty of different challenge modes to keep you occupied. The problem is that it siall a bit superficial and boring. There's lots to do but no real incentive to actually do it. When a game's crashes are its best feature. you know you're in trouble. What a

Final Score John Davison









Twisted Metal: Black

The original auto wreckers do it all over again

Publisher SCEA Developer Incog inc Web Site www playstat in in Im shocked mad next a

having the original face of all to k on the Twisted Metal games would likely make for a large turnard and for the series, or Blank, as upper beyond my wildest expectation. haven tibeen this addicted to a call combat name's nce, well, the original nal two Twisted Metass, ye irs a And you know wha? It tees no , good Twisted Meta, Black has prought back everyth a that have me tove the ser + Da + Irien a 1 has given it a great ect, ev PS. facelift Noton, instep a. salvation to the tilth in this tilt.

What striker is a even is and environments a have Black is how no, sived 1, sixes and fee.s From the alien, ir spiappea ar eli Jithe second you boot

Lairle In Meisth's great vibe of qual-1 19 a rearge part to its fancy · a 1 / 1 stating menus and (1) I . the type of presentach a light is should have Divelopers of it, my stagnant textbused men is ought to be ashamed



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say that Black is exactly what

you'd hope a Twisted Metal

This also features much Logg environ

would look like on PS2

discover in each, even ones that take some craftiness to unearth Isuch as shooting down a plane, which will then crash into a building to allow you access into II n addition, plenty of levels pay homage to earlier Twisted Metal stages which fans of the series will no doubt go nuts over sure did The vehicles are also much

ments, including ones that will

expand as you play through them

There are tons of secret areas to

mproved for Black all sporting .oads of polygons and detail -and all capable of showing lots of destruction as matches progress Some, like the always popular Sweet Tooth, can even morph into new forms for some seriously powerfu attacks

And to round out the wonderful presentation package, Black features a truly excellent soundtrack from the same composer as the older titles. The music perfectly









augments the on-screen mayhem and changes based on the intensity of the hattles

The natural evolution of aesthetics was counted upon for this new PS2 Twisted Metal installment, but what wasn't expected was the deeply twisted (no pun intended) Mrated storyline. Whereas previous installments may have touched upon darker themes here and



there, Black completely delves into the sick and evil minds of these characters, becoming almost shockingly disturbing at times Drawing inspiration from such f lms as Se7en and Silence of the Lambs, it's clear that the developers wanted to take the game in a much more mature direction, which seems , ke a natura, proaression for the series

The story revolves around a mysterious individual named Calypso who pits a group of deranged members of an insane asylum against each other in a carbattle tournament. Each character has a horrid story behind his or her inclusion in the asylum, and these are vividly depicted with cutscenes



that occasionally appear between play Murder, lust and even the tasting of flesh, are all explicitly shown. Unfortunately, the stories are often a little too over the top to be taken seriously, but it really matters little, as the Twisted Metal games are really only about the car-combat gameplay

And car-combat gameplay is found in its finest in Black The physics and handling are just like Twisted Metal 2 and everything just feels perfect. There are plenty of new weapons to choose from and the best part is that you'll be rewarded for using them correctly. There's nothing quite like the fee. ing of attaining a direct hit on an enemy in the distance from a gas can launched from the back of your vehicle. Some of these weapons, such as ones where you must keep a target on an enemy for an extended period of time, or ricochet projectives, can take a while to .earn, but are loads of fun when mastered. And similar to Twisted Metal 2, you can also pull off moves with simple D pad motions. Every aspect of the combat system just works so well





Among the coolest features afforded by the PS2 hardware for Twisted Metal: Black are the gigantic environments you can battle in. One level will even expand itself as the match progresses. At the onset of the battle, players fight in an enclosed hangar, but after a few minutes of play, it opens to reveal that you're actually on a large cargo ship. The ship will smash against swelling waves and then eventually go into port at an asylum, which will then allow you to drive on land. It definitely keeps the intensity high.





Which is why Twisted Metal. Black is one of the most addictive PS2 titles to date. The one-player mode will capture you for days, as you learn all of the game's many weapons and characters, and nunt for its seem ngly endless wealth of secrets And f you're not careful, the multiplayer modes can lead to heated sessions lasting well into the night. Yes, Incog Inc. has truly resurrected the Twisted Metal fran chise Which sucks, because now I'm completely add cted all over again Those jerks

Final Score Sam Kennedy





Motor Mayhem

Publisher Infogrames **Developer** Beyond Games Web Site www.us.infogrames.com Motor Mayhern's the type of game

you daygream about while sitting in rush-hour traffic. Pull out the chain. gun and blast your way to the next exit. Or whip out your pulse laser to get back at that jerk driving on the shoulder Ultimately, MM is glitzy, non-stop, blow-up-everything vehicular compat, it borrows ingredients from several games, but it's pretty much BattleBots meets Twisted Metal meets the WWF at 100 or so years in the future. Wait, the WWF? Yes You read right

The WWF elements are there, but they re weakly implemented. Each character has a sort-of storyline that shows off some kind of underlying context to why they really want to be

the champion. Unfortunately, the idea in someone's head didn't get f.eshed out enough on the final version. You'll end up seeing wacky headlines between 'matches' that didn't make me feel part of a league at all, they made me feel like I've been wct mized by the Enquirer

The bottom line with MM is that if you want to see lots of glarnorous lighting effects and tons of laser flashes, and you re not fearful of an epileptic seizure, you'll get some real enjoyment out of this Especially if you have a friend for the multiplayer, which is actually quite fun

This is a prime rental. Otherwise, save your money for Twisted Metal. Final Score . .

Todd Zuniga









MX 2002 featuring Ricky Carmichael

Publisher THQ Developer PCP&. Web Site was the corr

As a big fan of THQ's Championship Motocross ser es on PS one [well, the first one anywayl, I had a few reserva tions when Pacific Coast Power & Light was announced as the developer for MX 2002, not FunCom. I certainy wasn't expecting the best moto-

cross game a Sony system has seen But I got it. Sure, that might not sound like a big deal at first, since MX 2002 is a PS2 game and the system's only motocross title. So yean, the graphics are noticeably improved. with great particle effects for kicked-up dust and incredible draw distances But we all know that for a., the eye candy a game offers, nothing redeems poor gameplay. Fortun ately, MX 2002 p.ays as we., as any game of its genre. Not only does the control scheme always respond exactly as it should lexcept when you wipe out for no reason on the out

with a couple of in-game features Hit the clutch to get a quick initia. boost, or no.d down R2 at the umps for some big air. Be careful, thoughit moing too far often only vie.ds disaster, like being passed for good by one of your six very smart opponents who rarely allow you an easy victory, even when you know the track we...

skirts of a track that sucks) but

PCP&L has also deepened gameplay

And they certainly don't let up in the stunt competitions, where PCP&L allows you to check out MX 2002's combo-heavy tricks system. If you think the air you get during a race is something-and it most certainly is you ain't seen nothin until you ve leapt off of some of these ramps. In

addition to standard timed compet tions MX 2002 challenges your skills n the high jump and bus jump It's even more fun with two players. when you can directly impact your opponent's success (or demise)

MX 2002's only major fault lies in its rather weak Career mode. Once you ve finished the three circ...its. you re just kind of, well, finishedyou get alvideo clip like the one opening the game. Challenge mode adds some further life, but you've probably got better things to do with your time than master one of the often ridiculously hard tasks for the sake of a five-second stunt clip. Like playing through the circuits again Final Score . .

Chris Baker













Klonoa 2: Lunatea's Veil

Pure gameplay at its finest

Publisher Namco Developer Namco Web Site www namco.com

Klonoa 2 is an achingly beautiful game. Thanks to the wonderfully mplemented cel-shaded graphics, the characters look and move like an interactive cartoon, with a fluid grace that lends a ufelike quality to these fantastical creatures. The style of Klonga 2's world is equally extraord.nary, with the game set in a trippy, dream-like realm that's wnims cal and dark all at once

But Klonoa's beauty isn't just skin deep. The real magic here is in the gameplay In one respect, Klonoa 2 is as old-school as you can get a fully on-rails action platformer with an absurdly simplistic control scheme. No free explo ration, no reaming through the 3D world, with a tota, of three inputs to control the action (the directional pad for movement, a button for ,umping, and another button for grabbing and tossing tems and enemies, Klonoa 2 also borrows shamelessly from past platformers, with much of the "same old" stuff strewn about the levels, including death-defying leaps, moving plat-

But instead of getting mired in gaming clicnes, Klonoa 2 takes its straightforward setup and uses it as a foundation to create an inspired gaming experience Rather than trying to reinvent the genre, Namco has districed platforming down to its most basic form, and focused

forms, respawning enemies and

other conventions of the genre

instead on offering up some bril-Lantly designed levels. Early on, for example, you'll encounter cannons that hurtle you across the enormous environments, into the background and back to the foreground While it's a thrill to watch as you soar through the air, these cannons soon become integral to levelbased puzzles You'l, have to shuttle back and forth through different areas, and at some points you can even toss enemies into the fore ground and back again in order to solve some puzzles. This interplay is so well done that it adds a nifty strategic element to the gameplay And that's just one of the many "simple" yet effective features of this delightful title

Or take the controls. You can



or use it to do a double-jump That's it And it never changes, no matter how long you play. But the variety of enemies and the even greater var.ety of ways they're used for some rather tricky puzzleslends another layer of depth to the game that couldn't be realized merely by utilizing a more complex



control scheme

Klonga 2, simply put, is an absolute joy to play. The environments are beaut ful, the action is pure fun, and the high-flying pyrotechnics are a sight to behold Still, some gamers might recoil at the lack of chattenge here-it's definitely on the easy side Klonoa 2 is also over a bit too soon, but the replay value is quite high, with

enough extras to keep it interesting A guick bit of advice when playing Klonoa 2 You might be tempted to skip the story sequences, dismissing them as mere filler aimed at younger gamers. That would be a mistake. The story is quite charming, sharing much in common with the pest fair/tales. Beneath the giddy cheerf...ness is a bittersweet tale of sorrow and its role in our lives. And just like the game itself, the story has a haunting beauty and an unshakable resonance that t. likely stick with you for quite a while.

Final Score • • • • 4 Gary Steinman









NASCAR Heat







Stretch Panic

Publisher Conspiracy

Web Site consorracygames.com

love this game. I love it because it's

interesting art style. I love it because

of its unique play mechanics. I just

same time, I'm also very disappoint

ed by it. Disappointed because there

is so much unused potential. And

really love this game. But at the

so different. I love it because of its

Developer Treasure

NBA Street

The first must-own basketball game in a long, long time

Publisher EA Big Developer Nufx

Web Site www.easports.com Loresent a timeline of true events to confess my Street addict on 9:55 p.m., I settle in for a few quick games. I have to get up early, so I plop down and promptly dismantle the Toronto Raptors

11:02 p.m.: During a 13-13 tie with the Heat, my roommate is on his way out to meet a girl. When Ray Allen spins, soars then crashes down with a dunk, my roommate stops so sharply one might expect a cartoony tire screech. He stands, slackiawed, watching the myriad animations the physics-defying dribbles, unti, I manage a narrow win-by-two 23-21 victory

12:41 a.m. I'm getting scorched 14-7 by Sacramento, It's past my bedtime, but each big shot leads to a new blurt of adrenatine After I scratch the Kings from my hit list. I'm going to see the sandman 1:29 a.m. Roommate returns Date went well. Shaquille O Near 5 a one-man wrecking crew Need sleep. Must win. Eyes closing 2:29 a.m. I retire to bed. Behind me, my sleepy-eyed roommate starts his own City Circuit Poor guy He has to get up before I do

NBA Street is the type of game that will leave sports gamers' relationships in the dust. But a loving girlfriend somehow pales in compar son when matched with slickly animated moves like the Ree.2Reel that transitions into high flying out-of-my way dunks like the Superfly. These are the best animations I've ever seen Even though they're cartoony, they look truer than sim sports games.

The rules match perfectly with the frenetic animations. There are none. Except that the first to 21 wins, which makes for high drama Get down 10 3 and you best start balling better in a hurry. Go down 20-14, and it's do-or-d e

Let me clearly state that Street s not an incarnation of NBA Hoopz or Jam Dream on, Midway This is streetball, which means on NRA arenas, its street courts only, which makes for the richest envi ronments a sports game has ever seen. The instant crassic courts range from Boston's snow-shoveled asphalt to the home of streetball: New York City's claustrophobi cally enchanting Rucker Park

I'll put it simply NBA Street is the best sports game I've played in the last five years It's been a .ong time since a game made me .ose sleep. Street is in a class with Tecmo Bowl, Baseball Stars (both NESI and NHL 95 [Genesis]. It's a reminder that sports games

should lead to fist-pumping, trashtalking and accidental 3 a.m. ho. ering after a miracle win

There are a few flaws, First, defensive rebounding is a nightmare Even if a team is boxed out, their players most often end up with the bal. Shame, shame, Also, no matter what team I pick, Michael Jordan is at my disposal Screw that I don't want him there untess I earn him Also, it's only two-player which is disappointing.

Ultimately, I'm hoping that Street is the candle that, ghts a wildfire under the rear lends of every maker of sports games especially EAs own mainstream sports d.vision. Note to gamemakers Copy this formula, it's ground breaking Note to consumers Buy NBA Street, it's brilliant Final Score

Todd Zuniga

Players: 1-2 Memory Card: 275 KB

NASCAR Heat

Publisher Infogrames Developer MG

Web Site www.infogrames.com Around the same time EA's lackluster NASCAR 2001 was released, Hasbro served up a little gem on the PS one called NASCAR Heat, Even with butt-ualy graphics, it was enough to satiate rednecks every where with its unique approach and excellent gameplay Finally Heat's come to the PS2, and al., n all, i'd have to say it's a superior game to NASCAR 2001 vet again

The graphics are clean (if not as good as they could be), and the collection of drivers and tracks puts EA's efforts to shame—though the rosters aren't entirely up to date thanks to some mid-season driver changes. Some of the young guns on the NASCAR tour are gamers, so it's no surprise that Bobby Laborite and Date Earnhardt Jr had a hand in cre at no the super-cool Beat the Heat challenges in NASCAR Heat Not only go you get a chance to experence some of what a real driver goes through, but these challenges also prepare you well for the full season mode in the game. Which, by the way, is very well-executed despite

the lack of a couple tracks

must recommend this game to any racing fan out there. I nere's defnitely room for improvement, but if nothing else, Heat is a kick in the pants to EA. Hopefu., v the brewing competition between them and Infogrames will only mean better treatment of NASCAR in the future Final Score . .



disappointed because the game is. well, just not enough of a game Stretch Panic puts you in control

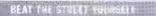
of a little girl and her possessed scarf, which you can use to grab and manipulate just about anything on the screen Most of the game revolves around you figuring out how to use the scarf to defeat bosses in order to save your possessed sisters. It's definitely weird, but at the same t me very captivating, as everything you grab stretches in a rubbery way.

But the main problem with the game is that there just isn't enough to it Stretch Panic mainly consists of boss fights, with a few "normal" levels thrown in for variety. The bosses are very cool, and figuring out the r weak points can be loads of fun, but the "normal" levels consist of you battling essentially the same mind less enemy (grantic-breasted) women-don't ask) over and over And that's just not enough. There should have been a lot more to do

Because of this, Stretch Panic is a great diversion—a game to pick up now and then and toy around with But don't expect anything more

Final Score • • • 4 Sam Kennedy









While busting through Street, you'll unlock more than crazy courts and players in City Circuit mode you can either take an NBA player off the team you just whipped, or attribute points for your Create-A-Player. In Hold the Court mode, you'll unlock outfits, body types and nairstyles. There are even women for the female hoopsters



Army Men: Green Rogue





The Bombing Islands



Army Men: **Green Roque** Publisher 3D0

Developer 3D0 Web Site www.3do.com

3DO's perplexing cross-platform policy continues with Green Roque The story is the same as the PS2 version; the characters are the same, and the basic premise-forward-scrolling action shooter in the vein of lkari Warriors-is the same. But everything else is different: different controls different levels different weapons, .heck, even the basic idea of naving the landscape constantly scrolling, allowing no backtracking, is inexplicably altered.

These changes wouldn't be much of a problem, though, if it weren't for the fact that the one most interesting feature of the PS2 version—the dual-stick, Smash TV-style controls-has been abandoned, presumably so as not to make the game require a Dual Shock. This is disap pointing since the Army Men franchise has never featured the greatest precision of control; the unique scheme allowed for easier targeting

than in most Army Men titles. I do like the more wide-open feet of the levels in this version, though. and the more simplistic power-up system is more appropriate to the shooter genre. But one of the things they didn't change-the fact that bullets travel at a speed only slightly faster than your character can run-is still a big problem when it comes to taking out large groups of enemies. Overall, a lackluster effort Final Score • 4 Joe Rybicki



The Bombing Islands

Publisher Kemco Developer Kemco Web Site kemco-games.com

Who doesn't love clowns? Well besides me. And most of the population of America over the age of 3 OK, so practically everybody hates clowns, I'll start over

Kernco, apparently, loves clowns After all, they named the hero of this budget puzzle game Kid Clown Not only that, but Kid's mission-decreed by none other than King Clown-is to save Planet Clown (Yeah, there's a whole planet of the sky bastards.) And you accomplish this by-wait for it-blowing up the various islands of Planet Clown, Sure, it makes no sense whatsoever, but if it involves blowing up clowns, count me in.

The result is a mildly interesting puzzle game that bears a passing resemblance to Devil Dice without managing to reach the same level of addictiveness or multiplayer fun. Sti.l. there are some serious mind benders among the 60 levets. This is a puzzle game in the true sensethat is, there is nothing of Tetris in it anywhere: challenges are purely cerebral, with none of the reflexor ented action required of games often classified as "puzzle.

It's not a work of art, though, by any means. Difficulty between one level and the next can be wildly different, with no apparent purpose. and the graphics are quite poor. But it's no worse than mediocre, and for \$10 it makes a fair addition to the limited puzzle library of the PS one. Final Score • • 4

Joe Rybicki











Final Fantasy Chronicles

Two classics that stand the test of time

Publisher Square EA **Developer** Squaresoft Web Site www.squaresoft.com Since Final Fantasy Chronicles promises two classic RPGs in one package, we thought we'd follow suit by giving you two classic reviewers in one big review. First off, Gary weighs in on Final Fantasy IV loriginally released in 1991 for the Super Nintendo under the title Final Fantasy II). Then, Sam holds court on one of his all-time favorite games, Chrono Trigger loriginally

released in 1995, also for the SNESI.

Final Fantasy IV

Who would have thought that a game released over a decade agoone that's two console generations. old-would re-emerge as one of my favorite RPGs of all time, besting even some recent releases on both the PS one and PS2? I sure was surprised. Yeah, I know this is a classic game, one that deserved to be rereleased. One that any hardcore RPG fan or Final Fantasy completist would love to play again-especially considering that the localization was redone, providing a more fluid translation, and that certain elements which were altered or cut when this was initially released in the U.S. in 1991 have now been restored

But I struggled with this one at first Aesthetically, it's just so, well, old, what with its big, ugly sprites,

muddy characters, motionless enemies and angular environments Put on a thick enough pair of nostaigra copples to blur the lines of reality and you might be able to revel in its old-school look; this was once state-of-the-art, after all, But for most people that's tike suffering through an intimate romp with, say, Elizabeth Taylor, and trying to comfort yourself with the notion that she was once beautiful, oh, about a hundred years ago

But then something interesting happened I was just a few hours into the game, wandering through a dungeon, and...! died. My party was completely wiped out. And that's not the only time this happened Numerous times throughout the game I actually got shellacked by some baddies and had to restart



from my latest save Good gravy, this game is difficult

And then it bit me. When was the last time you had to pay attention during each and every battle? When was the last time you had to strategically approach almost every boss fight? . can name only a handful of really tough RPGs on the PS one

[Persona 2 and Lunar 2 come to mind)-none of which are Final Fantasy games I forgot how much fun it is to struggle through so many challenging battles. Better yet, FFIV isn't difficult solely for the sake of being so. The challenge always makes sense, and is always surmountable if you pay attention and put some effort into your battles. What's more, the work-to-reward ratio is extremely well-balanced: Spend the extra time seeking out hidden items or building up your characters, and you'll be rewarded with spectacular weapons, better skills and powerful spells

The battle system isn't the only thing that drew me into FFIV. The storyline is equally involving, albeit in a limited way. Keep in mind that FFIV's narrative is more of an outline than a fully fleshed-out take when compared with today's Final Fantasies And the drippy melodrama in FFIV borders on sappy and soap operatic. Still, those weighty Fina, Fantasy themes are all hereoyalty, betrayal, revenge, love, greed, jealousy, the rejuctant hero who finds recemption while saving the world. Even the music, despite revealing the limitations of the Super Nintendo's audio capabioties. holds up remarkably well

Historically speaking, FFIV was a watershed game. It introduced the revolutionary Active Time Battle system. It brought storytelling and character development to new heights. And it remains the favorite Final Fantasy among many long





time gamers. These reasons alone are enough for some gamers to give FFIV another whirl. But even if you re new to the series, or if you began your gaming on current sys tems, FFIV s still worth a look that s. only if you can manage to see past its severely dated graphics and other limitations. Because if you can, you ll likely find yourself immersed in a wonderfully satisfying role-playing experience that rivals some of today's top RPGs

Gary Steinman Chrono Trigger

Released at the tall end of the 16-bit gaming era, Chrono Trigger captured me as no RPG had before 1 was completely enthralled from beginning to end. I m not ashamed to admit that I neglected school for two days to finish it, and I m certainly not ashamed to admit that shed a tear when the game concluded I oved this game so dearly

But it wasn't until I played through it again in this day and age of 128-bit 3D graphics, CD audio, and movie-quality CG cutscenes that



I truly came to realize why I loved Chrono Trigger so much. It wasn't because of the graphics (while they re still lovely to look at-some of the best that 16-b t had to offerthey re a far cry from what Square produces these days] It wasn't the music (even though the game has one of the finest scores of all time it's not up to par with the CD qua, ty



soundtracks of today. And it wasn't the patties (although they're still tons of fun today-the combo system simply rules - there aren t a lot of fancy-schmancy 3D spells or extraordinary backgrounds to marvet at! No, I wasn't really any of those, Instead it was something that truly stands the test of time

a terrific story with an amazing set of characters. And this is why, playing through it now, I became just as absorbed in Square's enic as I did back then

The story warps you back and forth through different eras in time causing you to pay attent on to spe cific details and requiring you to make changes to alter events in the past and future It's original and extremely captivating. And the characters are all so likeable and memorable that you want to keep playing just to see how their quests will unraver

I suppose this magic was fated though, due to the brending of Final Fantasy and Dragon Warrior talent. Final Fantasy's H ronobu Sakaguchi served as Chrono Trigger's producer, with Dragon Warrior's Yui Horii and Akira Torivama respectively hand, ng the scenario writing and character design it sia true mix of the two pinnacle RPG series

And on the PS one, Chrono Trigger has been enhanced with new anime cutscenes that add to the story and even nelp tie it into the game's sequel, Chrono Cross. Unfortunately, the PS one version suffers from load times, something not present in the cartridge-based

> have to deal with Still, Chrono Trigger is a mustplay RPG | only hope that those you who are able give the game a chance will manage to ome away with the same great

Dave Mirra Freestyle guess these problems didn t bother **BMX: Maximum Remix** me so much with the first game Publisher Acclaim Max since didn't know what was possi-Developer Z-Axis ble (I'm referring to Hoffman) But Web Site www.acclaim.com now, I have this pinging memory of Maximum Rem x? More like my long-tost uncle saving, sage-like, Max mum Re-Dud Here's a quick "If I knew then what I know now. recap for those light on BMX-game You bet your ass, Uncle Care, knowledge: Dave Mirra Freestyle BMX Ultimately, I feel taken advanwas a good game. It was fun and you could pull off the typical bike stunts we all engaged in as children, gliding

on telephone wires, ramping onto

Pro BMX launched, and captured

much of the charm of the Tony Hawk

games Overall, it was a not Better

control, better graphics. The type of

Now, a year after the first Mirra

was in our hands, we're slapped in

a., the stuff in the old game, with

the face with the latest Micra. It hears

extras , ke more levels, more music

and some new tricks. And those are

with the first version remains. Here's

a quote from my year ago review that

still hold true: If I want to go straight,

want to go straight. And when irun

into things, it doesn't necessarily

Ann, yes, the memories come

rushing back. The poor control that

whoever you want to the soundtrack.

want to peda, where want. I mean, it

looks like i miriding a bike around the

various environments, but it feels like

wall, I'm pushed backward, rejected 1

I m dr ving an 18-wheeler If I tap a

made me angry then makes me

angrier now. After all, the tack of

control was never remedied. Add

make 1.000 more levels, but I just

mean I want to turn around

nice touches. But the glaring flaw

game that makes it easy to white

ting right up

away an afternoon

rooftops, falling two stories and get-

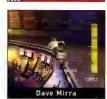
Then, Activision's Mat Hoffman's

tage of, Mirra was a top-seller for a few months it made its mark on the PS one, and set the stage for a strong PS2 showing. Why couldn't Acclaim Just wait for the PS2 version? wish (money) the answer Imoney didn't seem so obvious

Go buy Hoffman Don't waste your money on Max mum Re-Hash Final Score • • •

Todd Zunipa







When they were released, both Final Fantasy IV and Chrono Trigger were instant classics. surely worthy of five-disc ratings. But time isn't always kind to video games. As technology marches forward, we've come to expect better graphics, more refined sound quality and glitzier packaging Still, both of these games hold up even when com pared with some of the newer role-playing titles out there Why? For FFIV, the gameplay is strong enough to challenge many modern RPGs. In some ways, the battle system is actu-



original. The loading sn't horrible but it's a shame to gaming experience that I nad so many Memory Card: 2 blocks years ago Sam Kennedy



Official U.S. PlayStation Magazine (107)



But enough about us...

What do you think?

Do you think we were way

off on one of our reviews

this month? Do you feel like

you noticed elements of the

game that we missed? Well,

here's your chance to sound

off! Send us your own

reviews of any current game

at opm@ziffdavis.com with

the subject line "Reader

Review" and you may see

your own opinions in print

Remember, we're looking for reviews of the games-

critiques of our own reviews

will be noted but not consid-

ered for print. So there



Saiyuki: Journey West Publisher Koel Developer Fu-Or

Web Site www koeigames.com As I spent over 30 hours partaking in Koers new tactical strategy game, many people stopped by, trying to figure out what I was playing "Saiyukı," I would tell them, yielding a response of further confusion-or a "gesundheit."

Obviously, none of my coworkers were familiar with the centuries-old traditional Chinese story that is Saiyuki, İWho am I kidding? Neither was I.] Literally translated to English as the game's subtitle, Journey West, Saiyuki tells the story of Sanzo, a 16year-old Buddhist monk who sets out on a guest to return an enchanted staff to India, though he knows not why. Along the way, he for she; you can choose either sex) runs intooften, a bit too convenient.v-Werepeople, each with the ability to combat monsters with powerful special, animal-themed (ape, pig, bull, etc.) attacks after they on you. Much of the time, that whole difficulties-ofbeing different theme pervades, with the evil Were thinking they deserve to rule over the pury humans of the world-it's a lot like X-Men, actually

Gameplay nearly replicates that of Final Fantasy Tactics On an isometrical battlefield, you have to

strategically position and util ze your characters in order to accomplish the objective at hand, usually to defeat a general or wipe out all monsters. You of course, have hit and magic points to manage, as you also decide where best to attack in tung enemies from the back or side adds extra damage, as does striking from an elevated position. Sound familiar? I can't help but think that if this were released by Square, I'd have played Final Fantasy

Tactics 2. Actually, Tactics Jr. is probably a better name, as Saiyuki seems aimed a bit younger Which is not to say it lacks depth, by any means. You still have tons of items weapons and funds to manage, plus side things to do not found in Tactics

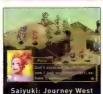
like gambling, taking delivery jobs for

extra money, and training in dojos

Saiyuk's graphics only add to its similarity with Tactics (not exactly a good thing, though, considering Tactics is over three years old) I also have to question a few plot points as well as some overly stereotypical characterizations (e.g., the Werepig gets plenty of fat jokes). Tactical RPG fans should still have a ball, though

Final Score ••• Chris Baker







Who Wants to Be a Millionaire: 3rd Edition Publisher Sony CEA

Developer mageBuilder Web Site www playstation com Mostly due to the Millionaire phenomenon sweeping the nation at the time (and the fun we had cheating together as a result), I generously gave last year's version a score of 2.5 But no one seems to care anymore. removing any emotional thril, for this sequel And then there's the fact that none of the problems-the load

times, the repeating questions, the \$40 cost ic'mon, the abc com version is free!]-have been fixed. The Hot Seat has off dally grown cold Final Score • • Chris Baker







World's Scariest Police Chases

Publisher Activision

World's Scariest Police Chases

Developer UDS Web Site www activ sion com

Remember those chase missions you hated in Driver? The ones that forced you to tait an inhumanty skilled wheelman and ram into him. enough times to put him out of commission? You know, the ones that slowly degenerated into teeth-grind ing sessions, leaving you squeezing the controller in a desperate praver that all the random elements might e ine together just right and put that nasty bastard out of commission?

Well, imagine if Driver were almost nothing but these excruciating missions and you've got a pretty fair dea of what World's Scariest Police Chases is all about

Doesn't sound ton annealing does it? It isn't. But to be fair, WSPC does have some high points. The ability to control your partner, for example, as she fires from the vehicle for have a second player do the honors) adds a further level of challenge and strategy. And some of the earlier missions (say, four through eight) are a nice balance of knifeedge driving and cop cunning But after these, the rid culously sensitive gamage engine combines with the nasty pop up and choppy framerate to create an exercise in frustration

Graphics and sound are adequate-though certainly not aboveaverage-but what's a police chase without a 'copter carn?) It's a sad unfortunate oversight

Final Score Joe Rybicki









Alone in the Dark: The New Nightmare

This new nightmare is fright-full

Publisher Infogrames Developer Darkworks

Web Site www.us.infogrames.com I hate scary movies. I've seen two in my life. Once at a drive-in, the other in a theater. I hate them because I'm a sissy. My imagination makes sure that everything is veiled in threat Just last night, while walking home in a foggy, post-rain mist, I started ,ogging toward my front door. Was I afraid of being mugged? No. I was afraid a large tentacled monster was going to rush out of a neighboring home and rin me to shreds

On the other hand, I'm prosurvival-horror games. My first PS one experience was with Resident Evil and I've had a gristy fascination



with survival horror ever since. But I've decided I'm giving it up. After playing Alone in the Dark: The New Nightmare, my heart can't take it Maybe what frightens me most

about ArtD is the fantastic cinematic styling I feel, at the most tense times, as if I'm trapped in a film. The camera angles are enough to send you running from your television, and the use of ambient music is enough to keep you frozen in your

seat. Many times the only light in the room is coming from your flashlight, meaning every creature knows exactly where you are. Spooky. It's this kind of push and pull of atmosphere and action that made me literally scream aloud while playing. Even while in the office

There are other things beside music, camera angles and darkness that grip the gamer with high fright, shock and tension. The environments are so creepily wrecked and eenty bloodstained you'll be afraid to look around the corner. And just when the corner is rounded and you feesecure in your safety, some slimy face-sucker will drop down from the ceiling and scare the crap out of you

While the shock and constantly growing tension are brilliantly done, they complement a wonderfully compelling story Yet the story, consequently, is one of the game's shortcomings. You'll have to wade through reams of text to get to the neart of it. But the alternative livisely avoided) was to suck the gamer into consistently lengthy cinemas. I'll take the text any day. At least I have the choice of glossing over it if I'm in no mond to read

The text is an understandable evil The story needs to be conveyed somehow. But the other bothersome things could have been avoided. The first deals with the cinematic aspect There are two discs, and on the first you're stuck inside a mansion, freeroaming. There are too few clues as to what's next. I understand that the point is to not live by the typical

crank-and-hexagon-shaped-hole horror-genre sensibility, but sometimes you'll wander around aimlessly for hours hoping to find that little thing you missed. It's completely frustrating. Match that with the inventory system and it's enough to drive you mad. When I come to a locked door I can't just unlock it unless I go into my inventory and pull out the key and try it. So, if I have four keys and a tocked door. I have to try each of those keys. Why not just have the door unlock if I have the key that fits? And with the PS one load times. as minimal as they may be, it's a pain

The second disc, though, is a dream. The game picks up quickly and keeps the story rolling in some magically inventive environments

Overall, this is a fantastic game that wit, have you looking over your shoulder during late-night walks It's intense, the voice-acting is expertly done, and the story is a winner Besides a few flaws, this is a hit Final Score

Todd Zuniga

Players: 1 Memory Card: 1 block



PS2 Review Archive

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score.

Game 4	Publisher	Score		Issue
4x4 EV0		GOD Games	****	44
The Adventures of Cookie & Cream		Agetec	0001	44
Aqua Aqua		300		42
All-Star Baseball 2002		Acclaim	9994	45
Anthored Core 2		Agetec	***	39
Army Men Air Attack		3D0 3D0	0001	44 45
Army Men: Green Rogue Army Men: Sarge's Heroes 2		3D0 3D0	001	45
ATV Offroad Fury		Sony CEA	****	42
The Bonneer		Square EA	***	42
Cool Boarders 2001		Sony CEA		46
Crazy Taxi		Accialm	****	46
Dark Cloud		Sony CEA	00001	46
Bead or Alive 2: Hardcore		Tecmo	******	39
Disney's Donald Duck: Goin' Quackers		Ubi Soft	0001	42
Driving Emotion Type-S.		Square EA	001	41
Dynasty Warriors 2		Koei Lucas Arts	****	38 46
Escape From Monkey Island Eternal Ring		Anetec		38
ESPN International Track & Field		Konami	***	39
ESPN MLS ExtraTime		Konami		44
ESPN NBA 2Night		Konami		42
ESPN National Hockey Might		Konami	94	45
ESPN Winter X Games Snowboarding		Konami		41
Evergrace		Agetec	••	39
F1 Championship		Ubi Soft	****	43
F1 Championship Season 2000		EA Sports	901	41
Fantavision		Sony CEA	****	40
FIFA 2001 Major League Soccer		EA Sports Acciaim	*****	39 46
Fur Fighters: Viggo's Revenge Gauntlet: Bark Legacy		Midway	****	46
Gradius III and IV		Konami	981	39
Gran Turismo 3: A-spec		SCEA	90000	46
Gungriffon Blaze		Working Besigns	0001	39
Heroes of Might and Magic: Quest for the D	ragenBone Staff	3D0	100	46
High Heat MLB 2002		3B0		44
Kengo: Master of Bushido		Crave	***	42
Kessen		EA Games		39
Knockout Kings 2001		EA Sports	****	42 38
Madden NFL 2001		EA Sports	00001	
MBK2 Armageddon Midnight Club		Interplay Rockstar	****	45 39
Moto GP		Nameo	****	39
MTV Music Generator 2		Codemasters	***	46
NASCAR 2001		EA Sports	001	40
NBA Hoopz		Midway	***	44
NBA Live 2001		EA Sports	***	42
NBA ShootOut 2001		Sony CEA	991	44
NCAA Final Four 2001		Sony CEA	•	41
NCAA GameBreaker 2001		Sony CEA	- 10	43
NFL GameDay 2001		Sony CEA	•	40
NHL FaceOff 2001		989 Sports EA Sports	****	43 38
NHL 2001 Oni		Rockstar	91	43
Onimusha: Warlords		Capcom	****	43
Ornhen: Scion of Sorcery		Activision	***	19
Q-Ball Billiards Master		Take 2	1000	40
Quake III Revolution		EA Games	*****	44
Rayman 2 Revolution		Ubi Soft	00000	41
RC Revenge Pro		Acclaim	994	41
Ready 2 Rumble Boxing Round 2		Midway		40
Real Pool		Infogrames	0001	40
Red Faction		THQ		46
Ridge Racer V		Namco Konami	*****	38 43
Ring of Red Rumble Racing		Få Games	*****	45
Shadow of Destiny		Konami	0001	43
Silent Scope		Konami	***	39
Silpheed: The Lost Planet		Working Designs		40
Sky Odyssey		Activision	900	40
Smuggler's Run		Rockstar	*****	39
SSX		EA Sports BIG	*****	38
Star Wars: Episode I-Super Bombad Racing	9	LucasArts		45
Star Wars: Starfighter		LucasArts	*****	43
Street Fighter EX 3		Capcom	9000	39
Summoner		THQ	***	39
Super Bust-A-Move		Acclaim Rockstar	***	43
Surfing H30		Rockstar EA Games	***	40 38
Swing Away Golf Tekken Tag Tournament		Names	00001	30
Theme Park Roller Coaster		Bullfrog	****	43
Tiger Woods PGA Tour		EA Sports	***	44
TimeSplitters		Eldos Int.	00000	39
Tokyo Xtreme Racer Zero		Crave	001	45
Top Gear Dare Devil		Kemco	0001	43
Triple Play Baseball		EA Sports		45
Unison		Tecmo	****	44
Unreal Tournament		Infogrames	***	40
Warriors of Might & Magle		300	001	44
PERSONAL PROPERTY OF MARGINE		Yesternalism		



PS2 Review Archive (cont.) Game names in green indicate a Greatest Hits title. Ratings in red Indicate a five-disc score. Publishe Score Issue Publisher Score Issue Publisher Score Publishe Issue Game Game Midway Winback Koei 43 Bugs Burny & Taz: Time Busters Infogrames Dune 2000 Electronic Arts Hydro Thunder 33 38 World Destruction League Thunder Tanks Builder's Block Burstrick Wake Boarding Jaleco Titus F& Sports Supercross EA Sports 41 Incredible Crisis 300 40 Intelligent Qube Sony CEA Natsume Eagle One: Harrier Attack Infogrames X Squad **EA Games** 38 Bushido Blade 2 Square EA 14 Echo Night 23 Intellivision Classic Games Activision Z.O.E: Zone of the Enders **Bust A Groove** ECW Anarchy Rula Int. Superstar Soccer '98 989 Studio 16 Acelaim Acclain Int. Track & Field 2000 ECW Hardcore Revolution GT Interactive Buch A. Mouo 99 Acclaim .. 19 Ehrgeiz Einhänder Square EA 21 Invasion From Beyond PS one Review Archive Bust-A-Move 4 Sony CEA Iron Soldier 3 Vatical Buzz Lightyear of Star Com Jaleco 007 Racing EA Games d Activision Flemental Gearbolt Working De 11 **Territation Stick** ... 3Xtreme C: The Contra Adventure 12 Eliminator 989 Studios 21 Konami Psygnosis Caesar's Palace II Interplay 40 Winks 15 The Emmeror's New Groove SCEA 40 Jackie Chan Stuntmaster Midway GT Interactive ESPN MLS GameNight Crave Jade Cocoon 102 Dalmati Caesar's Palace 2000 Interplay 41 Konami Pupples to the Rescu Fidor 43 Sony CEA Jarrett & LaBo Stock Car Rack Cardinal SYN Eternal Eves Codemasters AB Sony CEA .. 15 **CART World Series** Sony CEA -Full Dearl: Hail to the Kinn тно 41 Hasbro Int. Jeopardyl Jeopardyl 2 Nameo Casper: Friends Around the World Hasbro Int Sound Source Infogra 29 Ace Combat 3: Flectrosobere ... Expendable 34 Jeremy McGrath Sup Jersey Devil Acclaim F1 2000 EA Sports 33 **Action Bass** Sony CEA Electronic Arts F1 Championship Season F1 Racing Championship FA Sports 100 Action Man: Operation Extrem Hasber 43 Castrol Honda Superbilo . 21 40 Hashro Int. Sony CEA Crystal D Centipede Champienship Bass Akuji the Heartless Ubi Soft 39 989 Stud Jet Moto 3 Aladdin in Nasıra's Reven Sony CEA 45 EA Sports ----33 Hashro Int. 39 Jimmy Johnson VR Football Jojo's Bizarre Adventure Interplay Alexi Lalas International Socce Rockstar Championship Motocross Featuring Ricky Carmichael Family Game Pack 100 ... 33 THO 25 Fox Interactive 0000 Cancom Alien Resurrection Championship Motocross 2001. Featuring Ricky Carmichael Fatal Fury: Wild Ambition Working Designs SWI 30 7HQ 41 Activision Alundra 2 32 Eldos K-1 Grand Prix Jaleco Fear Effect Mattel Int. Championship Surfer Chessmaster II ... 41 17 Animaniacs Ten Pin Alley ASC Four Effort 2: Retro Heliy Firles 43 Mindscape 23 Kagero: Deception II Animorphs: Shattered Reality Infogra 37 Tecmo Felony 11-79 Ascli Chicken Run Fidos 888 41 Atlus Sony CEA 22 CIFA OS EA Sports Kartia Checobo Racing Square EA Kensel Sacred Fist 17 FIFA QQ FA Sports ----17 Square EA Square EA Mindscape Chocobo's Dungeon 2 29 Arcade Party Pak Crave Midway ---28 Killer Loop Chrono Cross ... King of Fighters '99 41 Arcade's Greatest Hits: Atari Collection 2 FIFA 2001 Major League Soccer EA Sports 30 Circuit Break 12 Midway KISS Pinball Take 2 The Fifth Element Activision Arcade's Greatest Hits: Midway Collection 2 Civilization II Activision 18 Fighter Make Klonoa **Anotec** 21 Midway ** Knockout Kings EA Sports Eidos Armored Core Sony CEA Clock Tower II The Struggle W **EA** Sports Fighting Force 2 Eliles **Knockout Kings** Agetec 801 28 Knockout Kings 2080 EA Sports 27 বা Sony CEA Codemaste Final Fantasy Anthology Square EA 26 Colin McRae Rally Sony CEA Konami Arcade Classics Armorines: Project S.W.A.R.M. **Final Fantasy Tactics** Acclaim 35 Colin McRae Rally 2 Infogrames 20 Sony CEA Colony Wars Psygnosis Kurt Warner's Arena Football Unleashed Army Men Air Attack 2 Square EA 300 300 ... 20 Colony Wars: Red Sun Psygnosis **Widway** Final Fantasy IX Square EA 00000 39 Army Men: Sarpe's Heroe Colony Wars: Vengeance Psygnosis ... 14 The Land Before Time: Great Valley Racing Adv. Army Men: Sarge's Heroes 2 300 40 34 Fisherman's Bait TDK Mediactive Virgin Fisherman's Bait 2: Big Of Bass 27 Sony CEA Army Men: World War 3D0 Contender The Land Refore Time Flintstones Bedrock Bowling SouthPeak Sound Source 984 Contender 2 300 45 Ford Racino Empire Sony CEA ENNA Army Men World War: Land, Sea, Air Psygnosis 15 The Legend of Dragoon Sony CEA ----989 Studio 14 300 39 Formula 1 '99 Psygnosis Legend of Legaia Legend of Mana Sony CEA Square EA Arthur! Ready to Race The Learning Co. ... 42 Forsaken Fox Sports Golf '99 ----10 35 Cool Boarders 2001 Sony CEA Bandai 39 15 Fox Interactive Lego Island 2: The Brickster Countdown Vampires Covert Ops: Nuclear Dawn Activision Lego Media 46 Fox Sports Soccer '99 Fox Interactive Activision ... 34 ATV: Quad Power Racing Lego Media Acclain Lego Rock Raiders Sony CEA Freestyle Boardin' '99 Capcom ... **Buto Bestmet** Flectmoic firts 6 Freestyle Motocross: McGrath vs. Pastran The Lion King: Simba's Mighty Adventure Sony CEA SCEA/Universal 15 Azure Dreams Acclaim 40 Paradox 42 Crash Bash THO Rackstreet Rilliands Amili ... 15 Hashen Int. 881 The Little Mermaid II Interplay **Ball Breakers** Take 2 Hasbro Int. Lode Runner Fronger 2: Swampy's Revenge Critical Booth **GT Interactive** ... Infogram Interplay Rallistic 27 Front Mission 3 Source FA 33 **Looney Tunes Racing** Infogrames Fox Interactive Barotali 2000 Future Cop L.A.P.D. 21 **Electronic Arts** 13 Crec 2 Fox Interactive ... 22 Electronic Arts Bass Landing Agetec 26 G-Police Psygnosis Crusaders of Might & Magic 300 Lunar: Silver Star Story Complete Working Designs Rass Rise ... 28 G.Poline 2 Pevernetis 25 CTR: Crash Team Racing Sony CEA Lunar 2: Eternal Blue Complete Working Designs Batman: Gotham City Race Ubi Soft G G.Darius CyberTiger Bance Bance Revolution **EA Sports** 27 EA Sports Ratman & Robin Acelaim . 13 Galaga: Destination Earth Hashro Int 904 39 42 Madden HFL 99 **EA Sports** 33 Batman Beyond: Return of the Jo Galerians Crave Banger Girl Bark Omen THO 39 EA Sports Ubi Soft Gallop Racer Тесто 28 Battletanx: Global Assault 300 30 Maddon NEL 2001 Få Snorts Midway 32 **Gauntlet Legends** Capcom Yake 2 Int Hashm Int. BarkStalkers 16 Marvel SH vs. Street Fighte Capcom 18 **Beast Wars** Gekido Interplay 34 Darkstone Marvel Superheroes Marvel Vs. Capcom EX Cay: Been Cover Corke Fidos 20 Dave Mirra Freestyle BMX Acclaim Max 38 ... Big Of Bass 2 Konami 45 Gex: Enter the Gecko Midway ASC Mary-Kate and Ashley Magical Mystery Mall Agetec Dead in the Water Chart in the Shall THO Bead or Alive Acclaim An BIO FREAKS 10 Hasbro Int .. Black Bass with Blue Marlin Hot-B ****** Deathtrap Du Fidos 004 Mary-Kate and Ashley: 29 Gold and Glory The Road to Ei Dorado inners Circle 45 Deception III: Dark Delusion **Acetalm** Activisio 41 Revolution 42 ASC olition Racer Inforramo 26 Mass Destruction **Riast Radius** Psynnosis 19 Sony CEA Activision Mat Hoffman's Pro BMX Destrena Blaster Master: Blasting Again Sony CEA Midway Destruction Derby Raw 39 **Maximum Force** Midway **Maste** Sony CEA -R **Grand Theft Auto** Yako 2 --10 Devil Dice THO 13 Bloody Roas Sony CEA Grand Theft Auto 2 Rockstan ... Grand Theft Auto: London 1969 **Electronic Arts** Bloody Roar 2 Sony CEA 21 Porkstan 22 Die Hard Trilogy: Viva Las Vegas Medal Of Honor Undergro Fox Interactive .. Blues Big Musical ... THO Grand Tour Racing '98 Activision MediEvil Sony CEA Digimon World Digimon World 2 Dino Crisis Board Game: Top Shop 45 Sony CEA Grandia Sony CEA Bandai .. MediEvil II Bomberman Fantasy Race Atlus 901 991 19 Granstream Saga THO ... 10 25 Mega Man Legends Capcom 12 Vatical Cancom Bomberman Party Editio The Grinch Dino Crisis 2 3R Mega Man Legends 2 Grind Session Romberman World Affres ... 13 Sony CEA 34 Disney's Dinosaur Donald Buck: Goin' Quackers Ubi Soft SouthPeal Take 2 **Grudge Warriors** 39 Mega Man X5 Сарсони Rottom of the 9th '97 Konami 1 Activision 19 Downhill Mountain Bike Racing Activision 990 27 40 Bowling Agetec *** **Gundam Battle Assault** Bandai Matal Case Solid VP Missions Birms 25 Dragon Tales: Dragon Seek 45 Accolade 15 Agetec Dragon Valor ... 38 Metal Siuo X Square EA Brave Fencer Musashi Harvest Moon: Back to Nature 15 Natsume 40 Micro Machines Midway Codemasters DragonBall GT Bandai Acclaim Bravo Air Race **HBO Boxing** Micro Maniacs Jaleco 15 Breakout Hashro Int 39 Heart of Barkowss Interplay NewKidCo 13 Mike Tyson Boxing 80 39 GY Interactive Breath of Fire III Capcom 24 Hello Kitty's Cube Frenzy Infogrames 40 The Misadventures Breath of Fire IV Capcom 40 LucasArts ... 2 Ducati World Championship Racing Duke Hukem: Land of the Babes Duke Hukem: Time to Kili of Year Room Capcom 15 Brigandine Atlus High Heat Baseball 2000 3D0 Miss Spider's Tea Party Simon & Sci 41 Acclaim -41 High Heat Mayor League Baseball 2002 Renken Sword THO 5 Infogrames Mission: Impossib Missile Command Infogra 380 43 Broken Sword II 2 Crave Hashro Int. GT Interactive GT Interactive 14 13 Hogs of War Infogrames 38 Midway Sony CEA MK Mythologie ... Duke Nukem: Total Meltdo

Hot Shots Gold

Hot Shots Golf 2

Hot Wheels Turbo Racing

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SouthPeak

SouthPeak

Sony CEA

Sony CEA

Electronic Arts

0001 30 MLB 98

MUE-2000

Sony CEA

Infogrames

.... 31

.... 23 Dukes of Hazzard II: Daisy Bukes it Out

Brunswick Circuit Pen Bouding 2

Bugs Burny Lost In Time

Same	Publisher	Score 1	Issue	Game	Publisher	Score	Issue	Game	Publisher	Score	Issue	Game	Publisher	Score	Iss
MLB 2001	989 Studios		33	NHL FaceOff 99	989 Studios	****	14	Sammy Sosa High Heat Baseball 2001				Tigger's Honey Hunt	NewKid Co	****	41
MEN 2002	Sony CEA	••	66	NHL FaceOff 2000	989 Studios	****	26	High Heat Baseball 2001 Sammy Sosa Softball Slam	300 300		32 33	Time Crisis: Project Titan	Namco	***	45
MLBPA Bottom of the 9th '99	Konami	****	12	NHL FaceOff 2001	Sony CEA			Samurai Shodown:	300	••	33	Tiny Tank	Sony CEA	900	16
Mobil 1: Rally Championship Monaco Grand Prix	Electronic Arts Ubi Soft	000	32 21	NHL Rock the Rink Nightmare Creatures	Electronic Arts Activision	****	32	Warrior's Rage	SNK	-	36	Tiny Toons: The Great Beanstalk		****	18
Monkey Hero	Take 2	**	18	Nightmare Creatures II	Konami	0001	33	Scrabble	Hashro Int.	981	28	TOCA 2 Tom and Jerry in House Tran	Activision Fidos	****	4 27
Wonkey Magic	Sunsoft		29	Ninia: Shadow of Barkness	Eldos	- 01	15	Sentinel Returns	Psygnosis		11			•••	
Ronopoly	Hashro Int.	***	5	Nuclear Strike	Electronic Arts	****	3	Shadow Madness Shadow Man	Crave Acclaim	961	19 27	Tom Clancy's Rainbow Six: Rogue Spear	Red Storm		45
Monster Rancher 2	Tecmo	****	26	0.D.T.	Psygnosis	84	15	Shadow Master	Psygnosis	****	5	Touch Rantes 11	Eidos Eidos	****	4 4
Monster Rancher Battle Card: Episode II	Tecmo	****	36	Oddworld: Abe's Exoddus	GT Interactive	****	1 15	Shadow Tower	Agetec	1	28	Tomb Raider: Chronicles	Eides Fides	9991	16 41
Monster Rancher Hop-A-Bout	Time	****	30	Oddworld: Abr s Oddysee One	ASC ASC	****	1	Shanghai: True Valor	Sunsoft	***	20	Tomb Raider: The Last Revelation		****	29
Monster Seed	Sunsoft	991	20	Par-Man World	Namoo	****	25	Sheep	Empire Int.		41	Tombal	Sony CEA		й
Nort the Chicken	Crave	01	70	Pandemonium! 2	Midway	0001	3	Shipwreckers	Psygnosis	***	3	Tomba! 2: The Evil Swine Return	Sony CEA	****	29
Mortal Kombat: Special Forces	Midway	84	36	PaRappa the Rapper	Sony CEA		• 2	Shooter Starfighter Sanvein Silent Romber	Agetec	**	43	Tomorrow Never Dies	Electronic Arts	8001	28
Viortal Kombat 4	Midway	9991	11	Parasite Eve	Square EA	****	12	Silent Bonnoer	Marani	****	18	Tonka Space Station	Hashro	991	41
Moto Racer Moto Racer 2	Electronic Arts	****		Parasite Eve II	Square EA	****		Silhouette Mirage	Working Designs		29	Tony Hawk's Pro Skater Tony Hawk's Pro Skater 2	Activision Activision	****	€ 26 ● 38
Note Racer & Anto Racer World Tour	Infogrames	****		Persona 2: Eternal Punishment Peter Jacobsen's Golden Tee Gol	Atlus	****	41	Sim Theme Park	Electronic Arts		33	Toonstein: Dare to Scare	Vatical	991	9 38 29
Molorieur	Fox Interactive		14	PGA Tour 98	EA Sports	***	41	The Simpsons Wrestling	Activision		45	Torneko: The Last Hope	Enix	••	40
Ar. Domino	Acclaim	8881	15	Pitfall 3D	Activision	80	9	Skullmonkeys	Electronic Arts	00000	6	Toy Story 2	Activision		28
Ar. Driller	Nameo		33	Play With The Teletubbies	Knowledge Ad.		36	Sled Storm	Electronic Arts	****	24	Toy Story Racer	Activision		44
As. Pac-Man Maze Madness	Namco	****	38	Pocket Fighter	Capcom	****	11	Small Soldiers Smarfs	Electronic Arts Infogrames	94	15 29	Transformers:			
ITV Music Generator ITV Sports: Pure Ride	Codemasters	0000	28	Point Blank	Namco	9991	6	Smurts Smurt Racor	Infogrames	**	45	Beast Wars Transmetals	Bam! Interactive Atlos	•	36 13
ITV Sports: Pure Kide	THQ	9991	39	Point Blank 2	Nameo	****	20	Sno-Cross Championship Racing	Crave	01	37	Treasures of the Deep	Namen		13
J. Lavin's Ultimate BMX	THQ		45	Point Blank 3 Polaris SnoCross	Namco Vatical	1000	44 38	Soul of the Samurai	Konami	-	24	Trick'N Snowboarder	Capcom	01	25
ATV Sports: Skateboarding			-	Pong	Hashro Int.	0001	27	South Park	Nations 1	81	27	Triple Play 99	EA Sports	001	9
eaturing Andy MacDonald	THQ	•	39	Pool Hustler	Activision		15	South Park Rally	Acclaim	84	29	Triple Play 2000	EA Sports		€ 20
he Mummy	Konami	901	41	Populous: The Beginning	Electronic Arts	01	21	South Park: Chef's Luy Shack	Acciaim	•	28	Triple Play 2001	EA Sports		32
Suppet Monster Adventure	Midway	****	39	Porsche Challenge	Sony CEA	0001	1	Snowboarding Space Invaders	Agetec Activision	**	43 27	Triple Play Baseball	EA Sports		• 32
luppet Race Mania 20	Midway Fox Interactive	****	39	Power Rangers Lightspeed Rescue	wise			Space Invaders Spawn: The Eternal	Sony CEA	•••	4	Turbo Prop Racing	Sony CEA 989 Studios	000	11
lagano Winter Olympics '98	Fox Interactive Konami	**	6	Lightspeed Rescue Power Soccer 2	THQ Psygnosis	91	40 5	Spec Ops	Take 2 Int.		34		989 Studios	****	28
IASCAR 98	EA Sports	****	3	Power Snike	rayymusis		,	Spec Ops: Ranger Elite	Take 2 Int.		46	Tyco RC: Assault With a Battery	Mattel Int.	**	38
ASCAR 99	Electronic Arts	****	14	Pro Beach Volleyball	Infogrames	981	41	Speed Punks	Sony CEA	00004	32	Ultimate 8-Ball	THQ		22
ASCAR 2000	EA Sports	****	26	Poy Poy	Konami	***	3	Speed Racer	Jaleco	50	8	Ultimate Fighting Championship	Crave	991	40
ASCAR 2001	EA Sports	900	38	Pro 18 World Tour Golf	Psygnosis	••	19	Speedball 2100 Spider-Man	Empire	981	40	Um Januner Lammy	Sony CEA	8001	24
ASCAR Heat	Hasbro Int. Electronic Arts	0001	40 31	Pro Pinball: Big Race USA	Empire Int.	****	37	Spider-Man Spin Jam	Activision Take 2 Int.	00000	38	The Unholy War Uprising X	Eldos 3DO	***	14
ASCAK KUMINE BA Fastbreak '98	Midway	991	4	Pro Pinball: Fantastic Journey Pro Pinball: Timeshocki	Empire Int. Take 2	****	37 10	Sports Car GT	Flectmoic Arts	684	21	Uprising X Urban Chaos	SDO Eldos	**	17 33
BA Hoopz	Midway	***	43	Psybadek	Psygnosis		15	Spyro. Year of the Dragon	Sony CEA			Vagrant Story	Square EA	0001	33
BA In the Zone '98	Konami	991	7	Punky Skunk	Jaleco		6	Spyro 2: Ripto's Rage!	Sony CEA		27	Valkyrie Profile	Enix	****	36
BA In the Zone '99	Konsmi		19	Puzzle Star Sweep	Agetec	4	43	Spyro the Dragon	Sony CEA		13	Vampire Hunter D	Jaleco		37
BA In the Zone 2000	Konami	981	28	Q'bert	Hasbro Int.	991	28	Star Ocean: The 2nd Story	Sony CEA	****		Vanark	Jaleco	***	32
BA Live 98	EA Sports			Quake II	Activision	****	27	Star Trek: Invasion	Activision	*****	37	Vandal Hearts II	Konami	9991	27
BA Live 99 BA Live 2000	EA Sports EA Sports	****	16	R-Type Delta	Agetec	98991	23	Star Wars: Episode I— Jedi Power Battles	LucasArts		33	Vanguard Bandits Vanishing Point	Working Designs Acclaim	884	33 44
BA Live: 2001	EA Sports	****	39	R-Types R4: Ridge Racer Type 4	Ascii Nameo	****	20	Star Wars: Episode I-				Vegas Games 2000	3DO	****	27
BA ShootDut 98	Sony CFA	0001	8	Railmad Tycnon II	Take 2	***	30	The Phantom Menace	LucasArts	***	25	Vindante 8	Activision	****	10
BA ShootOut 2000	989 Studios		30	Rainbow Six	Red Storm	•	27	Star Wars: Masters of Teräs Käsi Star Wars Demolition	LucasArts LucasArts	***	4	Vigilante 8: Second Offense	Activision	***	29
BA ShootOut 2001	989 Studios		39	Rally Cross 2	989 Studios		15	Star wars bemontion Steel Reion	Sony CEA	***	2	VR 8asebali 99	Interplay	1000	11
BA Showtime NBA on NBC	Midway	***	28	Rampage	Midway	001	4	Streak	GT Interactive	801	15	VR Sports Powerboat Racing	Interplay	•	10
BA Tonight CAA Final Four '99	ESPN Digita	***	14	Rampage 2: Universal Tour	Midway	•	21	Street Fighter Alpha 3	Сарсоп		21	Vs.	THQ	•	3
CAA Final Four 99	989 Studios 989 Studios	1000	18 28	Rampage Through Time Ray Tracers	Midway	81	36 5	Street Fighter Collection	Capcom		4	Wait Disney's Jungle Book Rhythm n' Groove	Libi Soft		41
GAA Final Four 2001	Sony CEA	**	40	Ray Tracers	Spaz/W.D.	***	38	Street Fighter Collection 2	Capcom		16	Walt Disney World Quest	our sour		-91
CAA Football 98	EA Sports	••	2	Rayman 2. The Great Escane	libi Soft	****	35	Street Fighter EX Plus Alpha	Сарсоп	****	2	Magical Racing Tour	Eidos	001	33
CAA Football 99	EA Sports			Razor Freestyle Scooter	Crave		41	Street Fighter EX2 Plus Street SkRer	Capcom Flectronic Arts	***	33 19	WarGames: DefCon 1	MGM Interactive		12
CAA Football 2000	EA Sports	****	25	RC de GOI	Acclaim	****	40	Street Sk8er 2	Electronic Arts	***	32	Warpath: Jurassic Park Warriors of Might and Magic	Electronic Arts	**	27
CAA Football 2001	EA Sports	0001	36	RC Revenge	Acclaim	0061	37	Strider 2	Capcom	****	34	Warriors of Might and Magic Warzone 2100	300 Fides	***	41
CAA GameBreaker 98 CAA GameBreaker 99	Sony CEA 989 Studios	••••	4	RC Stunt Copter	Titus	****	25	Striker Pro 2000	Infogrames	****	33		Få Games	**	48
AA GameBreaker 99 AA GameBreaker 2000	989 Studios 989 Studios	****	15 25	Re-Volt Ready 2 Rumble	Acciaim Midway	***	26 27	Strikers 1945	Agetec	991	44		Flectronic Arts		26
AA GameBreaker 2001	Sony CEA	***	37	Ready 2 Rumble Boxing Round 2		2001	40	Suikoden II	Homuni	****	26	WCW Nitro	THQ	991	5
AA March Madness 98	EA Sports	****	7	Red Asphalt	Interplay		3	Superbike 2000	EA Sports	01	32	WCW/nWo Thunder	THQ	•	17
AA March Madness 99	EA Sports	•••	18	Reel Fishing	Natsume		3	SuperCross 2000 SuperCross Circuit	EA Sports 989 Studios	****	29 28	Virteel of Fortane	Hasbro Int.	****	17
AA March Madness 2000	EA Sports	****	29	Reel Fishing II	Hatsume		34	Surf Riders	Ubi Soft	91	35	Wheel of Fortune 2 Who Wants to Be a Millionaire	Hasbro Int.	****	39 35
AA March Madness 2001	EA Sports		41	Resident Evil 2	Capcom	00000		Sydney 2000	Eidos		38	Wild 9	Sony CEA Shiny/Interplay	****	15
ctaris: Military Madness	Jaleco	****	17	Resident Evil 2 Dual Shock	Capcom	00000		Synhon Filter	989 Studios	****	18	Wild Arms 2	Sony CEA	0001	33
ed for Speed III ed for Speed Rip , Stakes	Electronic Arts Electronic Arts	****	8	Resident Evil 3 Nemesis Resident Evil Director's Cut.	Capcom	****	27	Syphon Filter 2	989 Studios	1000	31	The Wild Thornberrys:			
	Electronic Arts	*****	20	Resident Evil Survivor	Capcom Capcom	81	38	T'ai Fir	Activision	84	19	Animal Adv.	Mattel Int.	91	41
ed for Speed: rsche Unleashed	Electronic Arts	8001	33	Rhapsody: A Musical Adventure	Atius	***	35	T.R.A.G.	Sunsoft	•••	20	WipeOut 3	Psygnosis	****	26
ed for Speed: V-Rally	Electronic Arts	94	3	Rising Zan	Anetec	****	24	Tactics Ogre Tail Concerto	Atlus	0001	12	Woody Woodpecker Racing	Konami	**	40
ed for Speed: V-Rally 2	Electronic Arts	0001	28	Risk	Hashro Int.	****	11	Tales of Destiny	Atlus Nameo	****	26 13	World Cup 98	EA Sports	***	10
wman/Haas Racing e Next Totris	Psygnosis Hasbro Int.	**	7 24	Rival Schools	Capcom	****	14	Tarzan	Sony CEA	0001	24	World Destruction League: Thunder Tanks	3D0	4	39
Blstz	Midway		13		Acelaim	-	6	Team Buddies	Midway		38	The World Is Not Enough	Electronic Arts		40
L Bbtz 2000	Midway	****			Electronic Arts	***	30	Team LOSI RC Racing	Fox Interactive	981	13		Hasbro Int.		27
Blitz 2001	Midway		38		Mattel Int.	***	41	Tekker 3	Namco	****	9	Wu-Tang Shaolin Style	Activision	•••	28
. GameDay 98	Sony CEA		1	Roque Trip	GT Interactive	1000	14	Tercha	Activision	****	14		Acclaim THO	****	24
GameDay 99	989 Studios		13	Roll Away	Psygnosis	*****	13	Tenchu 2: Birth of the Stealth Assassins	Activision	***	37	WWF SmackDown! 2:			
GameBay 2000	EA Sports		25	Rollcage	Psygnosis	0001	19	Tennis Arena	Ubi Soft	001	4	Know Your Role	THQ		• 40
. GameDay 2001 . Xtreme	989 Sports 989 Studios	881	37 11	Rollcage Stage II	Psygnosis		31	Test Drive 4	Accolade		3	WWF War Zone	Acclaim	****	12
. Xtreme 2	989 Studios		24		Koei		30	Test Drive 5	Accolade		15		ESPN Digital	****	14
	Inforrames		35		Agetec		35	Test Drive 6	Infogrames		27		Fox Interactive	***	28
.99	EA Sports		15		THQ Hot8	•••	41 36	Test Drive Le Mans	Infogrames	001	34		Activision	***	6 36
	EA Sports		26	Running Wild	989 Studios		14	Test Drive: Off Road 3 Thousand Arms	Infogrames Atlus	**	26 26		Electronic Arts	****	26
	EA Sports		38	Rushdown	Electronic Arts		19	Thousand Arms Thrasher' Skate & Destroy	Atius Rockstar	0000	26 29		Square EA	****	14
	Konami		28	Sabrina, the Teenage Witch:				Threads of Fate	Square EA	0001	35	You Don't Know Jack!	Berkeley Systems		
	Acciaim Fox Interactive	***	2		Knowledge Adver		45	Thunder Force V	Working Designs		13		Sierra On-Line	••	40
	Fox Interactive Sony CEA	***	27		Sony CEA Souare EA	1000	8 29		EA Sports		16				
								Tiger Woods PGA Tour 2001	EA Sports	0001	41				



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EXPERT GAMER

Special thanks to Expert Gamer for providing tricks and strategy materials.

Top Secret Agents Greg Sewart, Terry Minnich, Mark Manzo, Joe Rybicki, Dave Malec

Send us an e-mail telling us what games you want to see in Top Secrets. Otherwise, we'll put what we want. Now get on it! Send requests to OPM@ziffdavis.com.



There are plenty of codes to get the coolest duds in Gauntlet Dark Legacy Here are a few of our faves

General, ICE600ICE S&M Dward (weird)-NUD069

Happy Face: STX222 Punkrock PNK666

N nja: TAK118 Waitress KA0292 Footballer: RIZ721

Valkyrie: School Girly AYA555 Cheerleager: CEL721

Warrior: Castle General CAS400

Rat Knight RAT333

Wizard-

Desert General, DES700



All-Star Baseball 2002

Hidden Teams: From the main menu screen, choose MLB Play, and then choose Exhibition. On the team select screen, press L2+R2 simultaneously You will hear a sound to confirm correct code entry. Now scroll through the teams until you reach the Islanders and the Dingers

ATV Offroad Fury

Increase Al Difficulty: From the main menu, choose Pro-Career Choose an empty slot and then put in AL_OUTAI for the name. After pressing "Done," you will be taken back to the main menu. Now when you race, your opponents will be more difficult to pass

Danner Girl

Level Cheat Mode: On the main menu, press L1, R2, L2, R1, Circle, Square, Triangle, Triangle Then press and hold L1+L2+R1+R2 to get access to every level Inside any level, press START to pause and you will see "Cheat Opt ons " Press X on this option to see the Cheats that can be opened by discovering icons in many levels of the game

Dynasty Warriors 2

Enter these codes at the title screen You will hear cheering if the code was entered

All Hidden Characters Revealed: Square, R1, Square, R2, Square, R2, Square, R1 Nineteen hidden characters will be unlocked in Free Mode, You wat have less characters unlocked in Musou Mode This will also give you the ability to choose your side in Free Mode

Every Wu General: Square, Square, R2, R2, R1, R1, Square, Square

Every Shu General: Square Square R1,

"Esses"

The shortest distance between two points is a straight line. Nowhere is that more true than when navigating "Ess" turns in GT3. It takes some practice, since some turns are tighter than others, but basically you want to just hit the apex of each curve, turning the wheel as little as possible in the process. Check out the diagram below to see what we mean.



A word about upgrading

If and when you get a top-of-the-line transmission for any of your cars (trust us, it's worth it), make sure you go to the settings screen before your first race after installing your new gear. Why? We're glad you asked. It's because the game defaults your gear ratios for quick acceleration and horrible top-end speed. Move the slider right to about the three-quarter mark. This should give you a good balance between acceleration and top speed.



QUICK START

(right?) and you don't know which car you should buy with your paltry allowance of credits. The choices are limited, to be sure. But if you follow this handy guide, you should be racking up the credits and free cars in relatively no time.

First, go buy a Toyota Sprinter Trueno GT Apex. Yeah, it's ugly and it looks like something: your dad drove before you were born. Nonetheless, we all have to start somewhere. Enter the first few races and you'll notice that placing in the top three is a rarity

Soldier on. Sooner or later you'll start earn-



ing enough money to buy some upgrades. Go for things like a new ROM chip and a racing exhaust system. Avoid high-priced upgrades that offer very little performance increase (that's good advice for the entire GT3 experience). Be sure to buy a better transmission, too

As you win new cars, sell them immediately Most of them are crap anyway. What you're hording your credits for is a Mitsubishi Lancer Evolution VI. It's the key to progressing quickly in Gran Turismo 3.

The Evolution, in GT3 Producer Kazunori Yamauchi's own words, is "invincible." It's got good horsepower and four-wheel drive, a definite plus for the twisty courses in this game

Spend every cent you win to upgrade your Evo, including some fairly hard compound racing tires. Once that's done, it's time to enter the Super Speedway 150-mile endurance race. This is 100 laps with tire wear on.

While you might not be the fastest car in the field, chances are you can win this race on pit strategy alone. The top car on the track will pit approximately every eight laps. Keeping that in mind, no matter how bad your tires look, only pit

every 10 laps (i.e., when the lap counters says 11, 21, 31, etc). Using your superior pit strategy, you should not only win the race, but have at least a lap or more on the entire field.

Now here's where fate takes over. Winning the endurance races will reward you with one of



four predetermined cars. The problem is that the one you get is chosen randomly, which can lead to some real disappointment. If all goes well, though, you should end up with the FO90 Formula car. If you do, start thanking your lucky stars. This thing is super-fast and super-stable, plus it can enter almost 50% of any race in Gran Turismo mode. Enter and win every race this thing qualifies for and by the end of it all you should have well over 500 million credits and dozens of cars in your garage.

Now you're on your own.

Cheaters Corner

You can't cheat your way to a top license, but you can get one up on your competition during a real race. Certain tracks (Apricot Hill, Trial Mountain) have chicanes on them that aren't bordered by walls. That's your cue to do a little "agricultural racin" and cut those corners by driving through the grass or dirt surrounding them. Sure, it's not the most noble way to win a race, but come on, we're in this for fun and profit, not to gain the respect of a bunch of faceless competitors...right?

Lap 1/5

Another tactic you might try is using other cars as bumpers. If you're following an opponent into a turn and want to get past him, just don't use your brake. Instead, hit him as he slows down for the turn. Basically it should put him into the wall and slow you down enough to make the turn relatively comfortably.

Likewise, if you're in a turn and have a car on the outside of you, accelerate early. Don't worry if you start to slide out, since the car beside you will keep you on the track. Of course, he might hit the wall in the process. Oh well, them's the

Oh...one last thing

Never forget to change your oil after almost every race or series in Gran Turismo mode. When your oil light comes on, you can bet your car's about 20hp less powerful than it should be

R1. Square Square, R2, R2. Every Wei General: Square, Square, Square, Square, R2, R2, R1. R1

Fear Effect 2: Retro Helix

To do these tricks, you must beat the game at least once. Next, begin a new game and wait until the cinema ends After Rain goes into the next room, move Hana forward until the view changes. You will see a control nanel on the left side of the screen. Move up to the panel until

you see the "Use" command appear Press the Triangle button to access the panel. Once you do this, enter one of the following number codes to initiate these tricks Huge Head: 10397

Every Weapon: 11692 Infinite Ammo: 61166

Knockout Kinas 2001

From the main menu, choose Modes On the next menu, choose Career and then pick "New" On the "Name Boxer" screen, put in any of these names to unlock these hidden

Play as Owen Nolan: OWNOLAN Play as Junior Seau: JRSEAU Play as Steve Francis: STEVEF Play as Barry Sanders: MRBARRY Play as Jason Giambi: JGIAMBI

Mega Man X5

Enter these codes on the character select screen. You'll hear a sound if the code was entered correctly Ultimate Armor for X: Highlight Mega Man X and press Up, Up,

Down, Down, Down, Down, Down, Down, Down, Down, Down, Ultimate Armor for Zero: High.ight Zero and press Down, Down, Up, Up, Up, Up, Up, Up, Up, Up, Up

Metal Gear Solid 2: S.O.L. (Trial Edition)

In the Metal Gear Solid 2 demo that comes with Zone of the Enders, you can do some things to make your experience more interesting. Just refer to these tidbits as shown. Full View of Bridge: On the title

screen, use the Right Analog Stick to move the screen for a full panoramic view of the George Washington Bridge,

CODEC Fun: When you're in CODEC mode, you can move the heads of Otacon and Snake with the Analog Sticks. Also, hold the L2 and R2 buttons and move the Analog Sticks up and down to get a zoom effect on the faces

Adult Humor: These tidbits have to do with the posters in the locker room. Open up either of the two (cont. on page 11/1)

Official U.S. PlayStation Magazine (113)

Red Faction
This guide scores points for its extensive step-by-step walk-through (complete with situation-specific screens, which can help in ways words can't) and detailed maps. Also welcome is the exhaustive weapon guide. But the book falls short on extras; while it includes a somewhat useful multiplayer guide, it's lacking in the secrets department. The walk-through also misses some of the more detailed elements of the game. Not bad, but not exceptional. Final Score



www.primagames.com

Dark Cloud This guide starts: out with some promise, thanks to its helpful charts on building up your weapons and detailed breakdowns of enemies: and hosses. It's certainly solid enough to get you

through the game. But it's also missing a lot of key elements. Why no sample town layouts? Why no listing of what items enemies, leave behind when you kill them with bombs and the like? While adequate, this guide lacks enough depth to add anything extra to

your gaming experience. Final Score www.primagames.com

The book includes lots and lots and lots of screens...but what good are they in a game like this? Sure, they're fine for pointing out the occasional hidden fare, but the game cries out for annotated maps, which would do the same job with greater clarity and in half the space. There are maps, but they're tiny and lacking in detail. Most notably missing: a turn-by-turn drive-through of the excruciating Crazy Attack, the final challenge in the Crazy Box. A disappointing

guide. Final Score • (www.primagames.com

Gauntlet: Dark Legacy

For a game as arcadey and action-packed as this one, a guide would be semi-useless. This is no exception. Anyone willing to invest the 20 hours to play through it won'to have many problems. But, if you want to shoot through as quickly as possible this will prove useful. The guide identifies the location of and tells the quickest route through the game's secret rooms to unlock bonus characters. Also, a nice list of secrets are written on the final page. Final Score www.primagames.com

RED FACTION

ed Faction is by no means an easy game. It's long, and convoluted, and every time you think you must be near the end, it just keeps going. Nevertheless, the game relies much more heavily on straightforward action than on puzzle-solving; in most cases it's obvious where you need to go (when in doubt, look for signs on the wall-often, they'll point you in the right direction). So instead of a complete walk-through, we've highlighted the areas we found problematic when playing through and touch on some things you may have missed.



RED FACTION: THE TOUGH PARTS

AREA 1: LIVE MINES

Watch for yellow symbols spraypainted on the walls. These signify areas that you can blast through with remote charges to access secluded areas, where you'll usually find health, ammo. armor and other goodles. Dh. and once you get the remote charges, check the wall right behind where you're standing when the game begins. There's a hidden room there, thrown in just for kicks.

AREA 5: BARRACKS

Turn right as you enter the area to go upstairs; this will take you past the potentially lethal gun turret. To neutralize it, take a running leap off the balcony right at it (it won't swing upward quickly enough to hurt you) and hit X just as you reach it; you'll assume control of the turret. (Just be pre pared for the wave of guards that will follow this action.) The exit from this area is through the vent above the counter in the kitchenbut don't miss the medical area off the first room. You'll find a medical officer inside who will

him. Be on the lookout for helpful medics throughout the game; they're the ones holding the injection canisters.

AREA 11: ABANDONED

The elevator at the beginning of the level will jerk to a halt while you're on it, then plummet to the bottom, killing you instantly. So. when it stops the first time, hop onto the ladder. Climb a few feet up and you'll see a tunnel on the right which will lead you to a ledge high above the room where the elevator stops. Grab the sniper rifle there and have a ball

AREA 18: GEOTHER-MAL POWER PLANT

Press the button on the console that's next to the vat to start flooding the area with lava.

Deactivate the computer on the lower level of this room.

Hit the switch on the opposite side

of the giant turbines to destabilize the entire plant.

Destroy the two small pumps that are connected to the reservoir tank with a few shotgun blasts

The console the techie tells you about is behind him and slightly to the right. Don't kill this guy!

AREA 19: SUB BAY

The door to the control room is locked, so blow up the walls around it and let yourself in. Hit the switch inside the room to drop the submarine into the water. You can also climb the girder holding the sub and manually release it.

AREA 21: ADMINISTRATION ENTRANCE Hide your gun under your clothes

by pressing Left on the D-pad. Head right as you enter this area, cross the room and turn right (see the signs?). The elevator to the executive suites is located past the office with all the cubicles. Check out our Basics of Stealth sidebar for some sound advice.

(cont. from page 113)

lockers with the model posters on them and stand with your back toward one of them Now press the Circle button and knock in the middle of the poster You will alert the quards! Another thing you can do is have Snake face the poster and press R1 for first-person mode While holding R1, press SELECT and then press Circle to call Otacon Snake wii, look like he's having too much fun and Otacon will scold him for it

NASCAR 2001

From the main menu screen, choose Options On the options menu, choose Credits. On the credits menu, choose Development. Now you must wait for the EMV to end. When the credits are scrolling, you can enter any one of these

Treasure Island Course: While holding L2, press Square, Circle, Square, Up, Up, Down, Jp, Left, Right, X Proving Grounds Course: While hold ng

R1 press Left, Circ e Up, Down, Right, Right Right

NBA Hoopz

On the "Ton ght's Matchup" screen, enter the codes shown below with the Turbo, Shoot and Pass buttons the number of times shown, and then press the D-pad in the direct on indicated by the code. For 4 3-2 Up, you would press Turbo four times, Shoot three times, Pass two times, then press Upl

THE TOUGH PARTS, CONTINUED

AREA 23: EXECUTIVE

Just to the right of the entrance is a room that stores ammunition and various medical aids. Gryphon's office is on the right side of the room with the Ultor fountain. Once he's with you, make sure you stay in front.

There will be few instances throughout the game where you will need to use stealth to bypass some of the opposition. Having your firearm drawn is a great way to expose yourself as a threat, so if you need to be stealthy, start by concealing your weapon by pressing Left on the D-pad. But walking around without a weapon doesn't make you invisi-

AREA 25: FIGHTER

After Gryphon opens the secret passage, you will come to a heavily armed quard outpost with two sentry guns and two guards behind cover. Kill off the guns with explosives, then lab a grenade into the outpost to open it up.

Inside, press both switches and wait for Gryphon. Hit the door switch and ride down the elevator. Run to the fighter and fly out the top of the room

AREA 28: MEDICAL

Hendrix tells you to find a quiet spot to

ble. Even if you're unarmed, Guards and Security Cameras will recognize you if you get close enough. Shooting out cameras can help solve this problem (and will be crucial if you're stealthing it through Area 29), but make sure no one (including the camera!) can see you draw the gun. Just be careful not to draw attention to yourself. And if you must kill someone, be sure to hide the body.



red, you're in trouble.

drop out of the vents. Continue down the shaft and you'll hear a nurse mention that she has to go get a doctor. Wait until you hear the door close, then open the grate and drop into the room. Hendrix will tell you to find a lab coat. Now, if you follow his in structions the lab coat is in the room to the right as you exit the room you dropped into) you can go through the next couple of areas in stealth mode, but you will once again have to give up all your weapons except the pistol. You can choose, instead, to go in guns blazing, but you'll face a whole dam in Lot of quards. Your choice. (Save at this point and you can check out both options and decide for yourself which best suits your playing style.) If you don the coat, head back out of the room you found it in, straight to the end of the hall and to the left, through the door at the top of the ramp, across the room and quickly through the door to the left (steer clear of the guards), down the ramp to the right, left at the bottom and up the ramp, right, and theere another right. You'll find an operating room where one of the doctors will



Here's the guy who sets you up with your snazzy business suit.

Trail behind guards, but never get within their sights.

If security cams start blinking

WEAPONS DATA

Because annunition will become a commodity later in the game, you'll want to be as efficient as possible when it comes to which weapons you use at which times. Generally speaking, you should concentrate on using the Pistol, Assault Rifle and Precision Rifte. (However, in early areas where you'll be facing just one or two

guards at a time, like the Barracks or the Med Labs, the Automatic Shot gun is the weapon of choice.) And remember, unlike some first-person shooters, you never tose ammo while reloading (though you can lose precious time during battles), hit that Triangle button every time you get a breather. You'll be glad your did.

Equipping this item helps protect you from enemy fire, but not for long. Use the Primary Fire to swing at close-range enemies, which is really a despera-

None

CONTROL BATON

This weak bludgeon is a last-resort weapon. If you're using this, you're in a bad, bad way.

Atternate Fin.
Administers a mild (and we mean mildl electric shock to close-range victims. Uses batteries

Trusty and accurate, with a nice, generous, aim assist. Does mild damage. The only weapon that fires underwater

Equips or unequips a silencer, which also lowers your accuracy slightly.

AUTOMATIC SHOTGUN Primary Fire

Fires both barrels, using a quarter of the gun's eight-shell chambi Devastates close-range targets

Aiternate Fire Hold for eight rounds of automatic mayhem.

Fires three-round bursts from this well-rounded automatic rifle. Great for conserving the 42-round magazine.

A fully automatic stream of death. Hold down for a good time.

SUBMIACHENE

Primary Fire Fully automatic, but not terribly accurate at long ange, Fast, though!

Afternate Fire

Switches between the weaker 30-round maga zine and the stronger 20-round version.

Show Shot Percentage: 0-1-1 Down Beach Court: 0 2 3 Left Show Hotspot: 1-1-0 Down No Fouls (Player Two Must Agree): 2-2-2 R gnt

Away Uniform: 0-2-4 Right No Hotspots (Player Two Must Agreel: 3-8 1 Jn Big Heads: 3-0-0 Right Tiny Heads: 3-3-0 .. eft Infinite Turbo: 3-1-2 Jp

Street Court: 3-2-0 Left

Home Uniform: 0-1-4 Right ABA Ball: 1-1-1 Right Tiny Players: 5-4 3 Left Granny Shots: 1-2-1 Left No Goaltending: 4-4-4 Left

Power Strike: Pro Beach Volleyball

Every Court Available: On the main menu screen, highlight "Options." Then press Square, Triangle, Circle. Triangle, Square

Rayman 2: Revolution

Menu Cheat: First, you must get to at least one save point in the game, or load a saved game. Then press START to pause From the main men., access the "Sound" option On the sound menu, highlight the Mute option and hold the L1+R1 buttons simultaneously. With these held, quickly press L2, R2, L2, R2, L2, R2 The "Menu Cheat" will appear with items that you would normally have

to purchase in the game Bonus Mini-Games: After you load up the game and choose your lanquage, go to the main menu and access the options. From the options menu, access the Language option, and then choose Voices. On the voices menu, highlight the

"Raymanian" option and hold the L1+R1 buttons s multaneously With these held, quickly press _2 R2, L2, R2. 2. R2

Names in Baby Soccer: You can do this trick after you unlock the bonus evels and access the Baby Soccer min -game While playing Baby Soccer, hold the L1+R1 buttons s multaneously. With these held, quickly press L2, R2, L2, R2, L2, R2

Ready 2 Rumble Boxing: Round 2 From the main menu, choose Arcade Mode Pick a One-Player or Two-Player game and on the boxer (cont. on page 116)

Official U.S. PlayStation Magazine (115)

RED FACTION

THE TOUGH PARTS, CONTINUED

instruct a nurse to escort you. She'll lead: you to a room where you'll pick up a tissue sample, which will be your passcard into the Nano Labs and Cryo Storage (where you'll find loads of health) in Areas 30 and 29, respectively. Just walk up to the desks and the helpful medics will instruct you where to go.



AREA 30: CAPEK'S LAIR
If you took the stealth route in Area 28 as: far as you could, you will have already met up with the Lab Administrator sitting at a desk. Once you're done with the whole tissue-sample ordeal (was it really worth it?), you'll have to shoot him and take his keycard to the area labeled "Restricted Access," which will lead you to your first run-in with Capek

AREA 35: CAPEK'S ZOO

Jump on the front of the jeep and you'll be able to run over anything in your path (jump on the back and you can shoot them from the turret, but the crunching sound is so much more satisfying!

AREA 37: ICY SUB BAY

Once you have the sub, look for a tunnel just to the left of the one you came in through. This will lead to an area where you'll find some free health and weaponry. Just swim up through the crack

AREA 38: WORM FOOD

That icy tube with the bars at the entrance is the only way out of this sec tion, and it leads you to an enormous, venomous worm. A few rockets to the face should take care of him. There are two routes out of here: Either continue past the worm, or hit the switch near its body to enter another tunnel. If you take the tunnel you'll face another, weaker worm, but there aren't as many quards here as on the other path.

AREA 41: CAPEK'S INNER

You'll think, at first, that Capek's Nanotech shield is invincible. It isn't.

Just keep plugging away and dodging his blasts. But don't forget to save.

AREA 42: GRAND CANYON

After your little ride across the canyon, the miner will tell you about a hidden tunnel. Look to your right-it's behind the huge boulder there.

AREA 46: COMMUNICA-TIONS TOWER Just run like hell for the control room at

the top of the stairs. Once you hit the switch, two mercs will appear, so be ready. It may seem at this point that you're facing an endless stream of quards. Just be patient and wait for them to open the door, and plug 'em when they do. If it seems like no more are coming up, head cautiously down the stairs (don't forget about the ceiling tur ret just beyond the first turn) and get the attention of any left in the room. Then, dive back up the stairs, through the door, and wait for them to follow. Repeat until the room is clean. Yeah, it'll be tough

AREA 48: TRAMBULL

As you enter the tramway, cross over to the second track and head slowly to the left. As soon as you hear the tram coming, run back toward the entrance and hide behind a pillar that's not too close to the tram station. Now, bring up your rail driver (you did pick up the rail driver in the bunker past the Shooting Gallery,

didn't you?] and focus on the door to the: left of the tram station. Alt-fire to bring. up the infrared sight, and have a blast. Here's another place where it may seem you're facing infinitely spawning guards. Don't worry, they all go down in due time. Be patient and only advance when there's a noticeable lull in the parade of guards. You should be able to pick up. more rail driver rounds just inside the room off the tunnel. Once they're all cleared out, board the from and crouch down. When the tram stops at the secand terminal its doors will open. Just wait. If they don't close soon, move toward them and hit the action button. Remain crouched, but continue to move around, since as soon as your tram starts moving again another will pull up next to you, bearing a merc equipped with a rail driver. Bring up the infrared on your own rail driver and take out the liqure to the front of the enemy tram.

AREAS 54 AND 55: SPACE

Once you detonate the reactor in the Space Station you'll need to make a quick getaway, so as soon as you destroy the computers up in Control and open access to the lowest level of the station, take a few moments to scrub the whole place clean. Head downstairs and take out every guard in the joint, taking note of the location of the Escape Pods. Then, go to the reactor room (near where your shuttle docked), climb to the bottom and

WEAPONS DATA, CONTINUED

Don't bother trying to fire without the scope unless you're desperate; it's inaccurate on its own

Brings up the sniper scope; hold down to zoom in. Head shots mean instant kills. Go for it.

HEAVY MACHINE GUN

Fully automatic fire, and quite powerful, but so curate as to b almost useless. Holds a satisfying 99 rounds.

Slower, but more accurate automatic fire

Hands-down the best all around weapon in the game. Accurate and pow erful, with generous aim assist and a sniper scope

Brings up the sniper scope. Hold down to zoom in Have fun

REMOTE CHARGE

Primary Fire Places, and then detonates, this powerful explosive. Blows through rock walls with the help of Geo-Mod technology! Also makes a great trap in multiplayer.

Alternate En

This powerful explosive will detonate on impact. inflicting damage to walks or enemies.

Causes grenade to detonate after four seconds, rather than on impact. Useful for close work.

FLAMETHROWER Primary Fire

Shoots a jet of flame a surprising distance Dangerous to use, as flaming enemies will often run toward you, inflicting burn damage

Alternate Fire

Throws a fuel tank, which explodes on impact.

(cont from page 115)

selection screen, enter any of these codes for the results as shown You will hear a bell if the trick was entered correctly

Huge Gloves: Left, Right, Up, Down, R1. R2

Unlock All Boxers: From the main men., choose Arrade Mode Then select one or two players. On the boxer select screen, press Left, Left, Right, R2, Left, Right, Right, R1, R1, R2 You will hear a bell when entered correctly Now you can choose from a var ety of new boxers, including Bill and H llary Clinton

Ridge Racer 5

Opening Cinema Effects: During the open ng cinema you can give three different effects to the graphics Pressing R1 will give you black-andwhite graphics, pressing R1 again. will give you yellow shigraphics, and pressing R1 a third time will give you blurred graphics. Use _1 to cycle the effects the opposite way

Controller Sensitivity Display: In the middle of a race, press and hold the SELECT button until you see a graph c display. This display will show how hard you are turning your car press ng the gas and pressing the brake If you want to get rid of the display, just press the SE, ECT hutton

Smuggler's Run

In the middle of the game, press START to pause Now you may enter any of the button sequences below You will hear a beep when these are entered correctly. Once you complete a mission or return to the menu, the trick(s) will no longer be active until you enter them again

Speed Increase: R1. . 1. L2. R2 Right, Right, Right, You can do this code up to three times to get even

faster speeds

Speed Decrease: R2 L2, L1, R1, Left, Left, Left You can do this code up to three times to get even slower

Invisible Off-Road Vehicles: R1 . 1 _1, R2, L1 L1, _2 (Strangely, the cops will still know where you are !

Spider-Man

On the main menu screen access the "Special" menu. Highlight and

flip the switch at the far end. Next. climb back up to the third floor and hit the second switch. You now have one minute to reach the Pod.

AREA 58: A BRIDGE

As you head toward the merc base as instructed—you have been paying attention to your comrades, right?), keep an eye out for a secondary tunnel off to the left. This will lead you through the back way to the merc base, allowing you to snipe the fellow guarding the entrance without fear (just be careful, he's packing a fusion rocket launcher). Grenades will take out the sentry guns. Don't worry about collecting weapons or ammo: you'll lose them lonce again!) once you enter the airlock and hit the button, C'est la vie.

AREA 61: MERCENARY

The rall driver is your best friend here. Just be careful not to rail Hendrix in the computer room to your left. Shoot anything else that glows on the infrared:

AREA 63: DOCKING BAY ENTRANCE

Do some recon with the rail driver before entering here. Once the doors open, run like hell for the

far end of the room. Dodge up the: stairs and you'll head toward the control room, just in time to witness Hendrix being immolated. Duch. Exit through the vent in the back of the control room. There'll be mercs with rail drivers here, and they'll use 'em as soon as they notice you in the vents, so keep your own scope active. At the end of the tunnel you'll enter a small room with a console. Rail the guy on the roof and make sure the room is clear, then hit the button on the console. It will bring down a fighter for your use-aww, yeah. Notice there are two more up there. Take this opportunity to move the first fighter out of the way and bring down a spare land you might as well do the same for the third fighter, just to be safe. Then fly out the far door.

AREA 64: MASAKO'S

If you want to take all the enemies out here, feel free. You've got those backup fighters, so go to town. But you won't really get much out of it, unless you're low on precision rifle ammo, in which case it's worth the effort. Otherwise, you might as well just blow through the corridors, the subsequent shuttle bay, and the next set of corridors without wasting time -

on enemies. After the shuttle bay, make sure to keep an eye out for a doorway branching off to the right. On the other side of the door is a flight deck of sorts. Take out the two gunships that come at you and Masako will appear, also in a fighter. A few shots will blast her ship into oblivion (and yours will blow up as well-nothing you can do about that). She'll start flying around in a Capek-style shield:



just let loose with the precision rifle. After you kill Masako, a timed sequence begins. Board the lift on the right side of the room and ride it down. At the bottom, Eos will inform you about your last challenge. You only have a few minutes to hack out the bomb-diffusing codes (they're randomly generated, so we can't show 'em here, but if you've ever played Simon it shouldn't be much of a challenge). Congratulations, you just beat the game.

Fires powerful rockets. Hold down to fire up to six rounds automatically.

Turns on heat-seeking mode, which allows the gun to lock onto heat sources, with a small lag

RAIL DRIVER

Primary Fire Shoots through walls Kills instantly. Don't bother using without the infrared scoop

Mornate Fire Engages infrared scope Within a narrow field of vision, living bodies glow red, even through walls.

Fires a single, enormous ly powerful fusion rocket. Clears out rooms. Blows truck-sized holes in walls. Takes forever to reload. Rocks your world.

None.

enter the "Cheats" option. Now put in any of these cheats (shown in caps.) on the Enter Cheats" screen as shown Level Select: XCLSIOR

Invulnerable: RUSTORST What If Contest: GBHSRSPM Ben Reilly Costume: BNREILLY Symbiote Spidey Costume: BLKSPIDR Spidey 2099 Costume: TWNTYNDN Captain Universe Costume: S COSM C Spidey Unlimited Costume: PARA_LEL Scarlet Spider Costume: LETTER S

Amazing Bagman Costume: AMZBGMAN Peter Parker Costume: MIS STUD Quick Change Costume: ALMSTPKR

SSX

On the rider select screen, press Square to access the options. Next, press and hold L1+L2+R1+R2, then one of the following codes. You will hear a sound if the trick was entered correctly

Unlock Everything: Down, Left, Up, R ght, X, C rc.e, Triangle, Square. This will give

you access to all riders, outfits, boards and courses in the game

Star Wars: Starfighter

On the main menu, access the options, then go to 'Code Setup, Now enter the following passwords to unlock each cheat

Unlock All Levels: OVERSEER (This will give you everything except the bonus multiplayer missions!

Bonus Multiplayer Missions: ANDREW

Icont, on page 1181

DVD EGGS

Se7en DVD

This egg might be a bit boring, but we loved. Se7en, so we must tell you how to find it. First, go to the menu on the first DVD. Shoot on over to the Setup Options. Once there, highlight the Paper Clip and press Enter, It'll bring up the rainbow you see when a television station goes off the air. Exciting, right?



The Matrix DVD

OK, usually we spill out ways to discover secret stuff on the DVD, but here's something we couldn't resist pointing out. You'll need The Matrix DVD and a command of the alphabet. Here goes: When Neo fights Morpheus in the construct, there are

three pieces of music that play. In the score they're called "Bow Whisk Orchestra" by Don Davis, "Leave You Far Behind" by Lunatic Asylum and "Switch or Break Show," also by Davis. Both Davis songs are anagrams of the directors' names: Wachowski brothers. Another musical/anagram note is that the music playing after the clan returns from the Oracle is called "Threat Mix." Then, in the same building when Morpheus battles Agent Smith the music piece is titled "Exit Mr. Hat." Both of these tunes are anagrams of "The Matrix." Pretty nifty.

The Sixth Sense DVD

He's only made two films, but the director of the Sixth Sense and Unbreakable is making waves in Hollywood. Here's how to find a minimovie of his on The Sixth Sense DVD. First, go to the Special Feature section. From there go to the second page and all the way to the bottom where you'll find a book. Click on the book and a hollow book will open and show its contents, which is a movie the director made when he was 11 years old. Interesting work.

Army of Darkness: Director's Cut DVD

If you're in the mood to get a deeper view into Army of Darkness, we've got a trick for you. First, start playing the Sam Raimi/Bruce Campbell Commentary, instead of the film's regular audio. Then turn on the subtitle function. Instead of getting subtitles or commentary, you'll get scene-by-scene storyboards in the lower right-hand corner. You'll see the storyboards while the actual scene plays out on the screen.

Edward Scissorhands: 10th Anniversary ition DVD

Head over to the Special Features menu and go to the bottom of the list. Scissors will appear. Click Enter and you'll get a sweet picture with a few credits on it.

Have your own DVD Eggs? Whip them our way by e-mailing: opm@ziffdavis.com and title the e-mail "DVD Eggs." If we use it, we'll make you famous by putting your name in our mag.





Two minutes may feel like an eternity when you're putzing around trying to knock down five easy-tofine port-a-potties. But when you're trying to score the big points to finish a level off, it's a lot tougher. Without Special Moves, you'll be in a whole heap of trouble. Here are all the moves for all the bikers. Once your Special Meter is charged, execute these tricks and you can be the biker you always wanted.

श्रीयार सिकादेवेलागत



Peacock
Tap Left + Hold Right + Square Back Flip Tailwhip
Tap Up + Hold Down + Circle Tap Right + Hold Right + Square Triple Tailwhip Tap Down + Hold Right + Circle One Handed Superman Tap Down + Hold Down + Circle

ory Nastazio



Front Flip Tap Down + Hold Up + Circle Double Tailwhip Tap Down + Hold Right + Circle Back Flip Tabletop Tap Up + Hold Down + Circle Superman Seat Grab Tap Down + Hold Down + Circle

Keván Robinson



BarHop Tap Right + Hold Right + Square Back Flip No Hander Tap Up + Hold Down + Circle Tone Handed Swingleg
Tap Right + Hold Down + Square Superman Tubegrab
Tap Down + Hold Down + Circle

gendell gomin



Tone Handed Swingleg
Tap Right + Hold Right + Square Back Flip One Footer Tap Up + Hold Down + Circle Superman Double Seat Grab Tap Down + Hold Down + Circle Superman Seat Grab Tap Up + Hold Up + Circle No Footed Candybar One Hander Tap Left + Hold Right + Square

Partifice Bacamalla



eft + Hold Right + Square k Flip One Footer Front Flip Tap Down + Hold Up + Circle Superman Seat Grab Truck Driver Tap Down + Hold Down + Circle

Permis-Mecoy



Tap Left + Hold Right + Square Back Flip One Footer Tap Up + Hold Down + Circle Double Tailwhip Tap Down + Hold Right + Circle Superman Tailwhip Tap Down + Hold Down + Circle

Rack Phorne



Front Body Filip
Tap Down + Hold Right + Circle Superman Double Seat Grab Tap Left + Hold Right + Circle BackFlip No Footer
Tap Up + Hold Down + Circle

Joe Kowaiiski



Back Flip Tableton Tap Up + Hold Down + Circle No Footed Candybar One Hander Tap Up + Hold Up + Circle Superman Backpeg Barspin Tap Down + Hold Down + Circle Hall Barspin Tailwhip
Tap Down + Hold Right + Circle

(cont. from page 117)

Secret Ship for Bonus Missions: BLUESNE

Invincible Mode: MiNIME Jar Jar Mode: JARJAR (This w.ll reverse your ship's controls.)

Tekken Tag Tournament

Tekken Bowl: Use Ogre to unlock True Ogre. (While bowling, you can see Dr Boskonovitch umping in the background. Aim to the left where he is, and if you get it just right, you will be able to K.O. him with the bowling

Jukebox: Get a score of 200 or more in Tekken Bowl. The jukebox wil. allow you to choose the background music that plays as you bowl

Tomb Raider Chronicles

Second Story: On the main menu screen, have the "New Game" option high ighted. Then press and hold L1+Up. While holding these, press X This will bring you to the Russ an Base, which is the second story in the game

Third Story: On the main menu screen, have the "New Game" option highlighted. Then press and hold ∠2+Up While holding these, press X This will bring you to Black Iste, which is the third story in the game

Fourth Story: On the main menu screen, have the "New Game" option highlighted. Then press and hold R1+Up White holding these, press X This will bring you to the Tower Block stage, which is the fourth story in the game

Tony Hawk's Pro Skater 2

From the main menu screen, access Career Mode and choose to continue

a career or start a new one. On the "Select Player" screen, choose a character and begin your game. In the middle of play, press START to pause the game and then press and hold the L1 button. While holding this button, enter any of these codes to unlock the following features. The screen will shake when each of these tricks is entered correctly Low Gravity: X. Square, Left, Up.



Down, Up, Square, Triangle Real Physics: Circle, Right, Up, Left, Triangle, Circle, Right, Up, Down Unlimited Special Meter: X, Triangle, Circle, Up, Left, Triangle, Square Full Statistics: X, Triangle, Circle, Square, Triangle, Up, Down

Twisted Metal 4

From the options screen, access the "Password" option. Now enter the button codes shown below for various results. You will hear an evil laugh if entered correctly Unlimited Specials: Triangle, L1, Down, Triangle, Up Only Pick Up Napalms: Right, Left, R1, Right, Circle CPU Shoots Only You: Right, Triangle,

Winback: Covert Operations

Right, Triangle, L1

On the title screen where it says, "Press Start," enter any of the following codes to get the corresponding result. You must enter each code before the game goes into demo

Max Power: Press L1, R2, L2, R2, L2, Tr angle, Circle, Triangle, Circle, then press and hold L1. While holding L1. press START. This option will appear on the main menu to give you all weapons and unlimited ammunition Trial: Press Up, Down, Down, Right, Right, Right, Left, Left, Left, Left,

then press and hold Triangle. While nolding Triangle, press START, This opt on will appear on the main menu, and will allow you to begin from any evel in the game

All Characters: Press Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, then press and hold Circle While holding Circle, press START, Go into Versus mode and access the "Character" option You will see that all the characters will be unlocked

and playable in this mode Sudden Death: Press L2, R2, L2, R2, Circle, Triangle, Circle, Triangle, then press and hold L1 While holding L1, press START. This option will appear on the main menu, and will make your character and opponents vul-

nerable to one-h t kilis



POSTCARDS FROM E3

Random thoughts on the best, worst and just plain weirdest at this year's show

GAME(S) OF SHOW

John: Jak and Daxter

Garv: Jak and Daxter and Ico

Chris: Ba.dur's Gate, Spider-Man-The Movie, and Star Wars Galaxies on the PC-

please pring this to PS21

Sam: Ico and Maximo

Todd: Jak and Daxter, NBA Street, THPS3

RIGGEST SURPRISE

John: Star Wars Ga.ax es. you won't freakin' believe it when you see it. Gary: Kingdom Hearts

Joe: Tribes 2 PS2 p.ayable-networked Todd: NHL Hitz [I'm a dork]

Chris: Star Wars Galaxies and Barbarian, which is the type of fighting game I might actually play

Sam: That cool PS2 monitor

BIGGEST DISAPPOINTMENT

John: Xbox. Everything about it Todd: Xbox is the correct answer! Gary: Rayman M (the "M" is for "mediocre"-sorry, but I expected more). SOCOM: Navy SEALs

Joe: Legacy of Kain Blood Omen II, running at about 10fps. I threw down the controller in disquist

Chris: Learning that Sega no longer plans to put Saturn games on PS one Sam: Watching videos for Tekken 4 and Soul Calibur 2 that had nothing but logos

STUPIDEST STUPID IDEA

John: Putting Return to Wolfenstein near the narrowest bit of corridor in the entire show Runner-up Letting people pull wheelie suitcases around the floor Chris: Interplay changing Run Like Hell to R_H [.f "Hel."'s too much, just give it a different name!) And Shadow Man 2econd (is that Sec econd or Two-econd?) Coming

TOO WEIRD FOR WORDS AWARD

John: The Linux desktop that was running behind Netscape on PS2 Gary: The fact that the PS2 setup looked almost exactly I ke a Vaio Joe: AOL on PS21

REST GIVEAWAY

Joe: The PS2 pens, four separate ink car tridges inside, and you apparently select which one you want through telekines s John: That PS2 bag wasn't bad either Gary: Hands down winner, those Gamecube squishy things that people waited two hours to get. Runner-up-





-

Chris: Sierra's 7-foot by 3-foot Lord of the Rings poster, some of the best LOTR art I've seen And the slimes Sam: Definitely the PS2 pens. I'm still trying to figure out how they work

THING WE'RE PROBABLY MOST **SICK OF BEING GIVEN AT E3**

John: Bans

Chris: Amen to the bags Gary: "Expensive" pens in big boxes Sam: Apple Martinis without apple slices

WORST GIVEAWAY

Joe: T.e: Namco tape dispenser and Xbox "trading card" holder John: Why a tape dispenser? What the hell were they thinking? Chris: At least it wasn't a pag.

ODDLY MISSING FROM THIS YEAR'S SHOW

John: People in big, stup d, game character su ts

Todd: Booth babes

Gary: 300

Chris: Giveaways in general, as well as elaborate booths. A true sign that everyone's cutting back on spending these days Sam: The booth babes! Geez, and I thought last year was bad1

LEAST INTERESTING

Joe: Xbox John: Xbox games Chris: Xbox

Sam: Everything Xbox Gary: Xbox, for sure.

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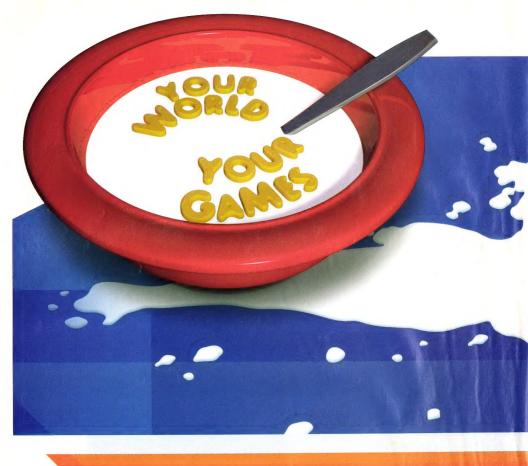


September 2001 On sale Aug. 14



When we first saw coin action, at last year's E3, our laws dropped. This year, we got some hands-on time with the game, and it looks nothing short of amazing Tune in to witness the spellbinding beauty and unique gameplay. We'll also present new info on Dragon Warrior VII, Spider-Man. The Movie and Tony Hawkis Pro Skater 3

http://www.gamespot.com/theonlywayyouwilleverbeaninja/









FULL-FRONTAL FEAR.

Celebrate the 5th anniversary of the most terrifying game series eyer. Join Claire Redfield, as she searches for her missing brother, Chris, and digs deeper into the evil doings of Umbrella Corp. Flesh eating zombies and bio-tech monstrosities haunt Claire's every move. As an added bonus, this special edition includes Wesker's Report. This exclusive DVD gives you a horrific retrospective glimpse into the mind of the mysterious Wesker and the terriffing sent at the Sesident Evil.





Blood and Gore Violence



APCOM PlayStation_®2



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